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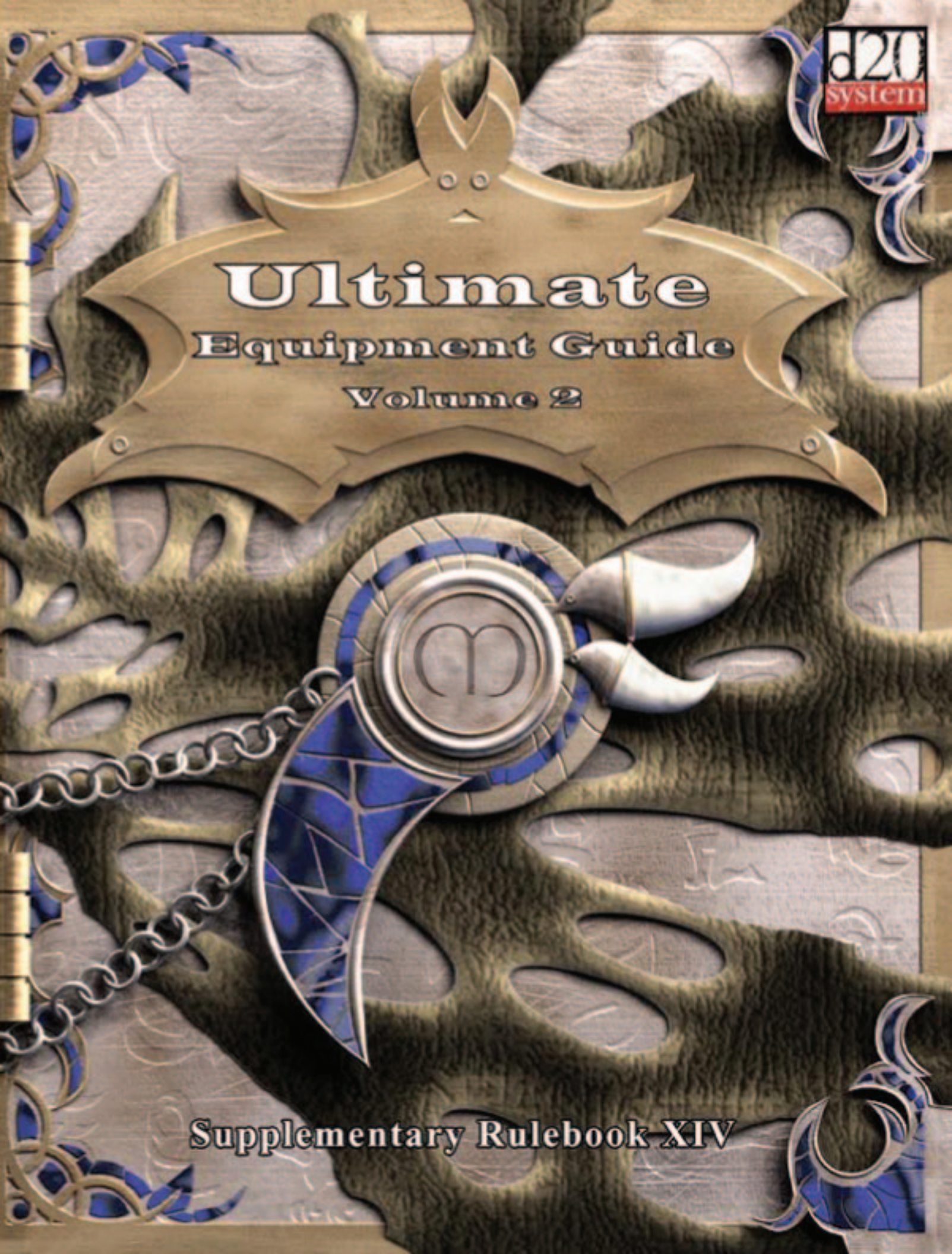
d20 system
Ultimate
Equipment Guide
Volume 2
Supplementary Rulebook XIV

Ultimate Equipment Guide Volume II

Greg Lynch & J C Alvarez

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Introduction

Everything Is Here!

With these words, the colourful harlequin bids you welcome from his gaudy podium as you pass below the wooden sign. It reads 'Marketplace of Marvels', in big, engagingly painted letters. Beyond the sign, there extends an expanse of colours and sensations unlike nearly anything you have experienced: a canopy of painted tents, decorated stone buildings, wooden shacks with flapping garlands, towers, flags, stalls, pavilions and gazebos, with a mixed multitude strolling among it all. For an instant, you sense the fleeting illusion that the clown is right – something about this place feels as if everything is actually here, as if the entire world, with its mirth and sadness, its colours and smells, its noises and images, is somehow mirrored in this chaos. Just looking at the Marketplace makes the world itself seem larger and fuller. Anyway, surely the jester did not mean to refer to such a dreamy question. Surely he is simply advertising the wide variety of merchandise available within the marketplace; the collection of wares and articles for sale in the area seems impressive enough. Yes, for a while it actually seems like 'everything is here'.

As you walk past the entrance and deeper into the marketplace, you hear the jester's voice, still intoning behind you…

— Welcome to The World Within The World! Welcome to The Place Where Everything Is! Welcome to The Marketplace of Marvels!

This book is, technically, the *Ultimate Equipment Guide II,* as it is a direct and intentional sequel to the first volume of the same name. As with the first *Ultimate Equipment Guide*, it features equipment for Player Characters to use in their adventures. However, this book is also the *Marketplace of Marvels*; which is a subtitle as well as a place. *The Marketplace* is an equipment catalogue, yet it may also be used as an adventure encounter – a long one – during which Player Characters can interact with and acquire objects from a myriad of tradesmen and storeowners. Here, new items are displayed in the form of actual supplies at a store, available for Player Characters to buy or Games Masters to take directly into their campaigns.

As other books in Mongoose's *Ultimate* series, this volume aims at compiling information to help define a Player Character beyond his generic statistics. What does he like? What can he do? What can he use? What does he wear? All of these answers may be given by an adventurer's equipment, as detailed in *Ultimate Equipment Guide,* which includes some useful tips about using equipment in a campaign.

In these pages, Player Characters and Gamers Masters alike are sure to find at least a few items that interest or intrigue them. Quoting from the first *Ultimate Equipment Guide* – there is something here for everyone.

Note: To avoid confusion, whenever the *Ultimate Equipment Guide* is referenced in this book, it means the first book with that name, already published by Mongoose. The present volume, *Ultimate Equipment Guide II*, is henceforth referred to as the *Marketplace of Marvels*.

The Book

While the *Marketplace of Marvels* does follow the approach and essential characteristics of the *Ultimate Equipment Guide*, it has an opposite attitude in a certain sense. The *Ultimate Equipment Guide* aimed at being an authoritative compilation of items and equipment for any fantasy setting; to this end, it strove to include almost all of the weapons, armour and miscellaneous equipment we could have seen in a medieval setting. This included most of the equipment listed in sources such as the *Player's Handbook* and, more importantly, a trove of items that were commonplace and practical in the historical Middle Ages, yet had not been adapted to d20 rules before. By offering such a wealth of time-honoured items and equipment, the *Ultimate Equipment Guide* left little room to adapt or recycle other 'typical' medieval items. Therefore, the *Marketplace of Marvels* attempts to do the opposite. While these pages contain some articles and objects that were indeed found in the real world's medieval times, the main focus

of the present book is the new, the unusual and the unforeseen; it intends not to adapt classic items but to create new ones, often with bizarre results as you are about to find out. Here, players and Game Masters alike will find a wealth of innovative curiosities, from exotic weapons to strange works of art; from fantastic kitchen recipes to training services for magical beasts. Thus the *Marketplace of Marvels* attempts not to continue, but to complement the achievements of its predecessor, balancing the timeless with the bewildering and the archetypal with the plainly weird.

The Place

This book is actually set in a marketplace, with specific stalls (one per chapter, to be precise) and storeowners, each of which has a particular stock and a certain policy on selling it. This marketplace has its specific Non-Player Characters and history; even some of the articles for sale have their own pre-written origin stories. Despite all this background, the marketplace may be placed in any fantasy campaign setting without effort; any Games Master will be able to actually run his Player Characters through the Marketplace of Marvels changing little or no details. In any event, the Games Master is free to ditch the marketplace backdrop altogether and simply add the items included herein to his own campaign's stores, changing or leaving as many details as he sees fit.

The Marketplace of Marvels is divided in the following chapters (or stalls):

- First, the Adroit Arms Store offers a selection of unusual weapons, armours, shields and ammunition, for those warriors looking for a 'new way'.
- Second, The Alchemist's Pestle trades in brews and concoctions, including healing salves and new, extraordinary alchemical substances.
- Beauty and Truth trades in fine arts, from books and sculptures to bardic instruments.
- The Beast Within store, as its name implies, has beasts within, though it also has the means to breed them, train them and fit them for war.
- If an adventurer is looking for clothes For Every Occasion, this is the store he should visit. It includes clothing and dresses of every style imaginable, plus some special clothing designs, specifically suited for adventurers.
- Faella's Fabulous Foodstuffs is the Marketplace's restaurant. It sells everything, from bread and water to unfathomable extraplanar dishes.
- The owner of Gulbold's Clever Contraptions is a gnomish inventor, probably one of the most creative – and hyperactive – in the world; his machines and engines attest to that.
- Hidden Home sells traps and home improvements for the settled adventurer as well as for the wicked or paranoid Non-Player Character.
- The Pilgrim's Saintly Sundries is the smallest stand in the marketplace, though its wares have secret divine power, available to anyone with enough faith.
- The Prudent Traveller sells travelling articles, specifically designed to help adventurers live more efficiently – and safely.
- By Sail and Wain is the Marketplace's vehicle store, offering anything from cartwheel repairs to exotic new transports.
- The Siegemaster's Workshop specialises in blueprints and contracts for siege weapons, as well as for the devices to defend against them.
- Finally, two stores specialise in the most exotic of articles, those normally out of reach for the standard medieval adventurer: Treasures from Afar has spices, goods and herbs from faraway lands, while Treasures From Beyond trades in enigmatic wares brought literally from another world..

There are many other stalls in the Marketplace, which may either specialise in classic *PHB* equipment, sell some of the articles found in the stores listed herein, trade in magical items or even have new things available, should the Games Master decide to invent a few items and put them for sale. It is recommended that the Marketplace of Marvels is used as a universal trade hub, where any Player Character may find anything he needs. Anyway, it is open; open to both inquisitive customers and adventure writers, to curious passersby and world builders alike. All are welcome.

So quit ogling already and enter our marketplace! Welcome to the wondrous realm where you can ask for anything, where you can find anything even if you did not ask! Welcome to the World within the World!

Welcome to the Marketplace of Marvels!

Adroit Arms Store: Armour and Weapons

The loud clamour of metal on metal can be heard from many blocks away. It only gets more deafening as you approach the silver-grey tent, under which are displayed the most varied combat trappings, from strange metallic-looking suits to vicious implements whose exact purpose is unknown but undoubtedly can be classified as weapons – and deadly ones at that. As you walk closer, the clanging mercifully stops and a rotund, dark-haired man with a cold smile and the absent-minded gaze of a visionary walks out with sure, firm steps. 'Welcome to our humble workshop', he says in a guttural, raspy voice, 'I am Ambricus the Weapons Engineer – I prefer not to be called a smith, mind you – and these are my children.' When he says the word 'children', Ambricus waves towards the various saw-edged, jagged, spiked and surely deadly contraptions on cheerful display behind him. 'Ye are looking for something special, are ye not? Aye, I can tell ye are… otherwise you would be looking for one of those run-of-the-mill dwarven blacksmiths five blocks down… Nay, I am not an ordinary weapon maker. I get the job done, though, as do my weapons, even if they may seem strange to you right now. Do not let their appearance fool ye – some of them are as simple as slash and cut; why, a child could have designed or built them. That is where their true artistic quality lays, my friend… in how simple it is to think up and design exotic ways to kill a chap…'

The Adroit Arms Store specialises in armour and weapons of unusual or at least – as the name says – clever design. It carries a range from absurdly simple, yet lethally cunning, primitive weapons, to truly intricate engines of death. The unusual, yet somewhat familiar weapons designs are always on display, as the store has no walls or ceiling; it is nothing more than a sober, dull cloth tent over four poles, as if its owner had decided not to allow any furnishing or décor to steal the attention from his grisly, striking assortment of weapons.

A customer can indeed find common items such as longswords and chainmail in the Adroit Arms Store; however, the master does not like to give these much publicity, preferring to point potential buyers towards his own designs. Nevertheless, he forges and crafts all kinds of common and exotic weapons, including some that, while not of his own design, are not exactly frequent in a Western medieval society. The following is a list of those weapons and armour that are only available at the Adroit Arms, or at least are significantly harder to find anywhere else.

Armour and Shields

This section of the store contains a number of new models of protective wear, derived not only from armour but from clothing designs as well.

Chain Cloak

This is a man-sized sheet made of tiny interlocking metal rings, fit beneath two layers of quilt and wrapped in strong dark fabric. The cloak includes a thick collar of the same material, folded around the wearer's neck and secured by a discreet, yet elegant silver clasp. The cloak can be entirely wrapped around a Medium-sized humanoid body. The chainmail sheet is crafted in such a way as to remain unnoticed by casual observers, although a successful Listen check (DC 15) discovers the clinking mail rings inside the apparently normal cloak.

According to Ambricus, the first chain cloak was commissioned by Aldreth Cortess, a half-elven noble looking for an edge during an upcoming sword fight. He feared an assassination attempt during the duel, plus he wanted to be as well armoured as possible while keeping his dress

style and panache. Therefore he was given a chain cloak, which he apparently put to good use parrying his rival's blows – including the assassination attempt – and looking good all the while.

A chain cloak gives the wearer a +1 armour bonus to his Armour Class. This bonus stacks with other armour bonuses. If the wearer wraps the cloak around his body (treat as performing the total defence action), the armour bonus increases to +2. A character cannot wrap the cloak around his body and use it as a shield (see below) on the same round.

A character with Shield Proficiency and at least one hand free can wrap the chain cloak around his arm, letting it hang in front of him. A chain cloak used in this fashion counts as an improvised shield, giving a +1 shield bonus to the wearer's Armour Class in addition to its armour bonus. This shield bonus does not stack with other shield bonuses. A character using a chain cloak in this fashion suffers a –2 penalty on all attack rolls for the same round. A chain cloak cannot be used to perform a shield bash attack.

Notes: A chain cloak is not an armour suit per se, so it does not have an associated maximum Dexterity bonus. Instead, wearing a chain cloak reduces the maximum Dexterity bonus imposed from other armour suits by one. If the character wears no armour imposing a maximum Dexterity bonus, assume the chain cloak's maximum Dexterity bonus to be +6.

Chain Cloak: Light Armour; 100 gp; AC +1; Max Dex +6 (–1); Check –1; SF +10%; Spd 20 ft./15 ft.; 25 lb.

Leather Coat

This is a full-body leather overcoat, including a short cape over the shoulders and a high collar covering all the wearer's neck up to the lower face. The suit includes a felt or leather cap and a pair of gloves. The coat features a great quantity of belts, pockets, buttons and buckles.

Designed for characters expecting both combat and a long journey, leather coats combine the best in light armour technology with fashionable weather protection attire. They are preferred by elite soldiers, overland couriers and secret agents. A leather coat offers excellent protection, while causing little or no penalties to the user's movement.

Leather coats are a relatively new fashion item, more common with every passing season. Originally designed as standard issue for certain army officers, they have become available in most specialised armour stores, including of course the Adroit Arms Store. Their exact origin is unknown, though it can surely be traced to the evolution of cold weather outfits to a gradually less bulky, more combat-oriented design.

In addition to armour bonuses, a character wearing a leather coat receives a +2 circumstance bonus on Fortitude saves and Survival checks made against the effects of stormy or cold weather.

Leather Coat: Light Armour; 250 gp; AC +3; Max Dex +6; Check +0; SF 20%; Spd 30 ft./20 ft.; 20 lb.

Mailsuit

This is a tight-fitting, full-body suit, apparently made of clothing and leather but actually reinforced with a mail of metal rings inside the fabric. It consists of a set of pants and a buttoned shirt, with matching boots and gloves. The whole suit can be donned and worn as normal clothing, with relatively little modifications to the wearer's mobility. The ring mail inside the suit is padded and positioned in such a way as to minimise noise; discovering the fact that the wearer is armoured beneath his clothing requires a successful Listen check (DC 10). A mailsuit must be custom-tailored to fit the buyer, although an existing suit may be resized to fit for 150 gold pieces. It usually comes in black, grey or dark brown, though the customer can commission it in any colour, even including heraldic symbols and so on.

Chain Cloak
Leather Coat
Mirror Shield
Mailsuit
Platesuit
Slashing Shield

Mailsuits were created only a decade ago, during an attempt to assassinate the king of the Western realm of Kiandir. The king's elite guard held the enemy intruders at the king's bedchamber entrance, finally routing the assassins and saving their sovereign's life. However, this claimed the life of a young cadet, who had not yet been trained in the use of the royal guard's standard armour and was killed for engaging the enemies wearing only a ceremonial uniform. The five surviving cadets were proclaimed royal guards and formed the elite team known as the Five Bodyguards, whose later deeds and exploits are still told in bard songs. They honoured the memory of their fallen companion by swearing to always fight without armour, wearing nothing but the proud colours of their uniform. The king saw that defenceless defenders would do the realm no good, and secretly ordered his bodyguards' uniforms to be fitted with an inner layer of chainmail, so as to allow them to protect their king efficiently without breaking their oath. To this date, the Five Bodyguards oversee the Royal Military Academy and train special agents dedicated to the realm's safety. All members of the team, as well as all graduates from the academy, are still issued mailsuits as part of their official gear, in memory of the young martyr whose sacrifice led to their creation.

Mailsuits are a new invention and their use is still rare and limited to elite organisations and exotic armouries like the Adroit Arms Store. As it stands, mailsuits are found only in the hands of high-level characters, or special agents that receive the suits as part of their uniform.

A character can sleep wearing a mailsuit without becoming fatigued; furthermore, the mailsuit can be donned and removed as if it was a chain shirt. The gloves included in the mailsuit count as gauntlets and can be used as such in combat.

Mailsuit: Light Armour; 400 gp; AC +4; Max Dex +3; Check –1; SF 30%; Spd 30 ft./20 ft.; 35 lb.

Mirror Shield

A mirror shield is specially treated with oils and acids causing its surface to become fully reflective. It appears as a masterwork heavy steel shield, except that its surface never has any decoration or heraldic symbols; instead, it reflects all light perfectly. A masterwork heavy steel shield (only) can be turned into a mirror shield by a process costing 50 gold pieces.

According to legend, the first mirror shield was employed by the hero of an ancient and faraway realm, who was sent to battle the oldest and most powerful medusa of his kingdom. This unnamed hero polished his shield to such an extent that it became a mirror in his hands, allowing him to see the medusa only through the reflection and thus fight it safely. Another version of this tale says the hero was a common peasant, who defeated a wyvern by holding a large mirror to the sun and causing its rays to reflect on the creature's gaze. The blinded wyvern was easy prey even for the untrained farmer, who drove his spear right through the monster's heart.

When in daylight or similar bright light conditions, a mirror shield causes all of the wearer's opponents to suffer a –2 penalty to their Initiative. Furthermore, the wearer can spend a standard action to position the mirror in such a way that it focuses the light on to one opponent; the mirror shield's wearer makes a ranged attack roll opposed by his opponent's Reflex save. If the attack is successful, the opponent is blinded for one round. The wearer of a mirror shield can also use it to feint and confuse its opponent; by forgoing the shield bonus granted by a mirror shield for one round, the wearer is treated as having the Improved Feint feat for that round. All of the above features function only if the mirror shield is carried in daylight or similar bright light conditions.

A mirror shield can also be used against gaze attacks: by looking at an enemy only through the mirror shield, a character can receive a +4 circumstance bonus on all saves against gaze attacks from that enemy; however, the enemy is treated as having concealment (20% miss

chance). If the opponent is vulnerable to its own gaze attack, the mirror shield may be used to reflect the creature's gaze upon itself: as a standard action, the mirror shield's wearer makes a ranged attack roll opposed by his opponent's Reflex save. If the attack is successful, the opponent is affected by its own gaze attack, with the appropriate consequences.

Mirror Shield: Heavy Shield; 200 gp; AC +2; Max Dex —; Check –1; SF 15%; Spd —; 15 lb.

Platesuit

This appears as a normal suit of adventurer's or military clothing, including pants, a buttoned shirt, boots and gloves; however, the suit hides dozens of little steel plates, carefully hidden and cleverly positioned beneath the fabric. As a result, the whole suit can be donned and worn as normal clothing, with reduced penalties to the wearer's mobility. The plates inside the suit are positioned in such a way as to minimise noise; discovering the fact that the wearer is armoured beneath his clothing requires a successful Listen check (DC 10) or Spot check (DC 15). A platesuit must be custom-tailored to fit the buyer, although an existing suit may be resized to fit for 350 gold pieces. It usually comes in black, grey or dark brown, though the customer can commission it in any colour, even including heraldic symbols and similar decorations.

Platesuits were derived from mailsuits (see above), when innovative blacksmiths such as Ambricus of the Adroit Arms developed mailsuit technology one step beyond by substituting the chainmail by a layer of minute steel plates, sized and positioned so as to limit the wearer's movement as little as possible. Platesuits are still quite rare and exotic, although their usefulness will surely make them a common article in the long run.

A platesuit can be donned and removed as if it was a chain shirt, though a character still becomes fatigued if he sleeps with his platesuit on. The gloves included in a platesuit count as gauntlets, and may be used as such in combat situations.

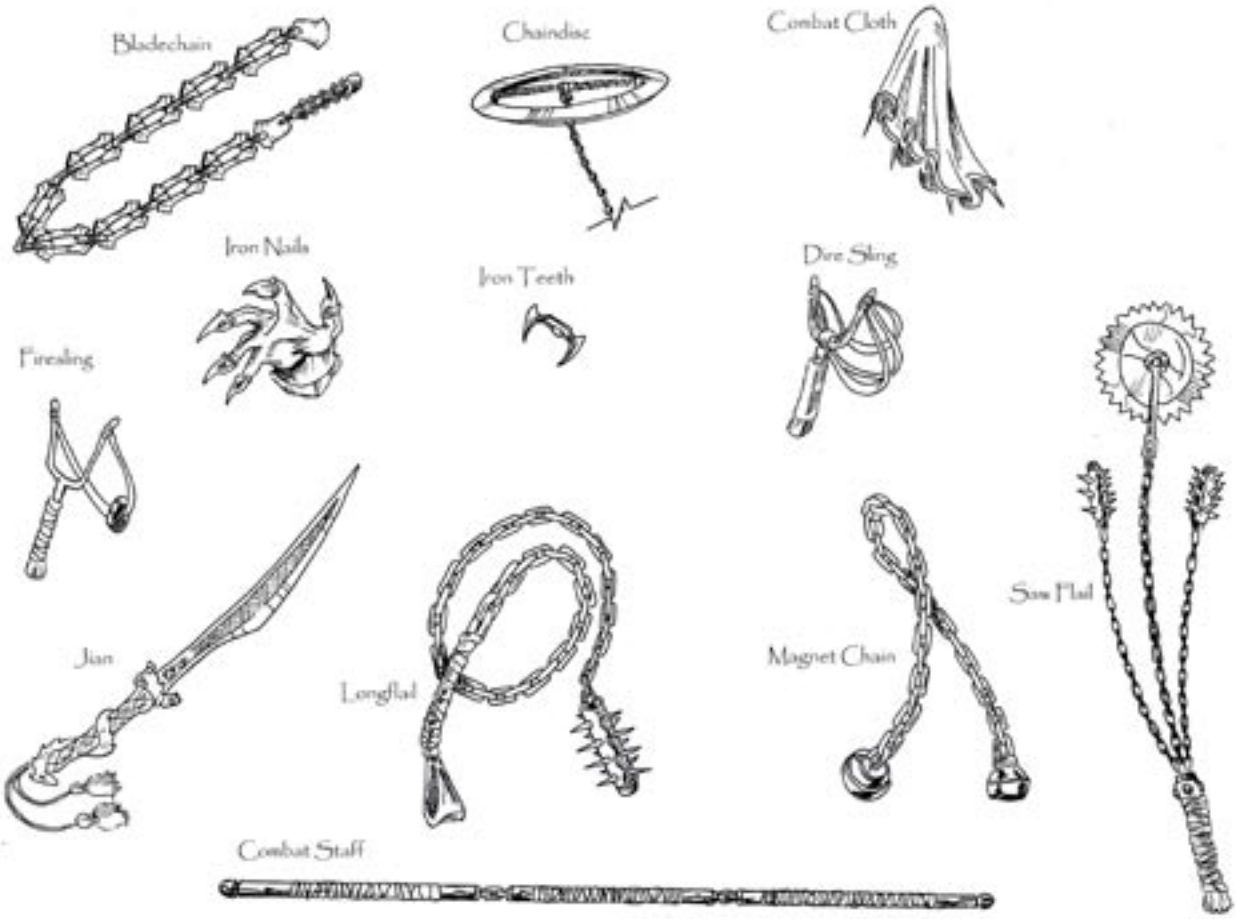
Platesuit: Medium Armour; 1,000 gp; AC +5; Max Dex +2; Check –2; SF 30%; Spd 20 ft./15 ft.; 45 lb.

Slashing Shield

These are normal steel shields (the technology cannot be applied to wooden ones), whose edges have been sharpened to the point of functioning as slashing weapons. A slashing shield looks as a typical medium or heavy steel shield, its slashing quality being in fact unnoticeable by a casual observer. A Search check (DC 15) or Spot check (DC 20) reveals the shield's sharpened edges. A normal shield can be turned into a slashing shield by a process costing 50 gold pieces.

The first slashing shield expert was Zahar the Noble, a gladiator known for his sportsmanship and fairness. He discovered slashing shields when he accepted to throw down his weapon before a rival that suggested an unarmed combat. However, as soon as Zahar had discarded his weapon, his treacherous opponent produced a set of hidden poisoned darts, at just the right distance for Zahar to be unable to attack first. Making a desperate effort, Zahar threw the only weapon he found at hand – his light shield – against his opponent and, surprisingly, decapitated him with the shield's edge. Although Zahar later acknowledged it had been a lucky strike, he decided to sharpen his shield to use as a throwing, edged weapon. Later, Zahar himself developed the heavy slashing shield version, when a jealous arena master forbade him from using thrown shields, qualifying them of 'highly unsporting'.

Slashing shields can be used as weapons, just like common shields; however, a slashing shield deals considerably more damage than a shield bash attack, even with a spiked shield. Spikes added to a slashing shield do not increase its damage at all; in fact they may hamper its usefulness as a thrown weapon in the case of a light shield. As with normal shields, making an attack with a slashing shield negates the shield's bonus to Armour Class for that round. A slashing shield never allows the wearer to carry an item on the same hand. Any character



proficient with shield bash attacks is considered proficient with slashing shield attacks.

The process to make a slashing shield removes a considerable percentage of the shield's bulk, making it much thinner and lighter. A light slashing shield can be used as a thrown weapon with a five-foot range increment.

Light Slashing Shield: Light Martial Weapon; 50 gp; Dmg 1d4(S)/1d6(M); Critical x3; Range 5 ft.; 6 lb.; Slashing

Heavy Slashing Shield: One-Handed Martial Weapon; 75 gp; Dmg 1d6(S)/1d8(M); Critical x3; 15 lb.; Slashing

Light Slashing Shield: Light Shield; 50 gp; AC +1; Max Dex —; Check –1; SF 5%; Spd —; 6 lb.

Heavy Slashing Shield: Heavy Shield; 75 gp; AC +2; Max Dex —; Check –2; SF 15%; Spd —; 15 lb.

Melee Weapons

The melee weapons section of the Adroit Arms includes many exotic designs for new and strange weapons. It is Ambricus' favourite by far, as most of his personal designs are included here. The great majority of the Adroit Arms' melee weapon designs are a derivation of chains or flails, revealing Ambricus' peculiar preferences in this area.

Bladechain

A bladechain is a string of flat, edged metal links. It looks like a normal chain, except its edges are square, sheet-thin and sharpened to a razor edge. Both ends of the chain feature

cylindrical handles. Most bladechains come in a length of 40 feet, but greater length models can be commissioned at a proportionately greater price. For example, a 50-foot bladechain is 25% longer, so it should cost 25% more, for a total of 50 gold pieces.

Ambricus developed bladechain designs based not on the well-known and deadly spiked chain but rather on plain non-combat chains. Ambricus discovered the deadly potential of a normal chain whose links were sharpened to a slashing edge when he accidentally flattened one of his own working chains while forging another weapon. Since then, bladechains have become a specialty of the Adroit Arms store.

A bladechain has reach, so it can strike both at adjacent opponents and opponents within ten feet. It allows the user to make trip attacks; if the wielder is tripped during his own trip attempt, he can drop the bladechain to avoid being tripped. A bladechain gives a +2 circumstance bonus on all disarm attempts but *not* to checks to avoid being disarmed. A character wielding a bladechain sized for him receives the benefits of the Weapon Finesse feat, if he has it, when wielding the bladechain, even if it does not count as a light weapon for that character.

The sharp links along the length of the bladechain allow a competent warrior to damage opponents at every opportunity; every time the wielder of a bladechain succeeds at a trip or disarm attempt using the bladechain, he receives a special attack of opportunity against the opponent that suffered the trip or disarm. This attack of opportunity must also be made with the bladechain. Such an attack of opportunity does not count towards the wielder's limit of attacks of opportunity for a round, though it is still limited to one attack of opportunity per trip or disarm attempt.

Whenever a character rolls a natural 1 while attacking with a bladechain or while the target of a disarm attempt while wielding a bladechain, he is automatically hit by the chain's sharp links, suffering the corresponding damage.

Bladechain: One-handed Exotic Weapon; 40 gp; Dmg 1d4(S)/1d6(M); Critical 19–20/x2; Range — (10 ft. reach); 5 lb.; Slashing

Chaindisc

Chaindiscs are a set of round steel blades, each of them attached to a steel bracer by means of a thin, light chain, usually 15 feet long. The blades are extremely thin and sharp, being excellently suited to both cutting and flying. When one of these blades is thrown, motion causes it to whirl around its axis, while remaining attached to one end of the chain.

Chaindiscs were developed by a disgruntled and unimaginative weapon designer, who could not figure how to craft a boomerang that actually came back to the wielder when thrown. As a desperate measure, he decided to tie his defective boomerangs to a length of rope, so the wielder could ensure their return by pulling them. Ambricus insists chaindiscs are the result of his own adjustments to this defective design.

Chaindiscs are usually wielded in pairs (and thus count as double weapons); however, a single chaindisc may be used in one hand as well. A single chaindisc counts as a light weapon; a complete set counts as a double weapon. A character can draw another weapon with either hand without sheathing the chaindisc first. However, a character that wields another weapon while a chaindisc remains attached to his wrist suffers a –2 penalty on all attack rolls.

A chaindisc has reach, so it can strike both at adjacent opponents and opponents within ten feet. It allows the user to make trip attacks, though the wielder cannot drop the chaindisc to avoid being tripped. A chaindisc gives a +2 circumstance bonus on all disarm attempts and a +10 bonus on checks to avoid being disarmed.

Chaindisc: Light Exotic Weapon; 25 gp; Dmg 1d3(S)/1d4(M); Critical x3; Range — (10 ft. reach); 3 lb.; Slashing

Combat Cloth

This is an innocent-looking piece of cloth that has, in fact, been enhanced with steel fibres. It looks like a 2½ foot by 2½ foot towel or handkerchief; however, in the hands of a trained individual, it is a deadly weapon. A combat cloth may be used to slash, cut and pierce an opponent, exactly as if it was a blade, only with much more versatility. A successful Spot check (DC 25) or Appraise check (DC 20) is required to discover the true nature of a combat cloth.

The origin of combat cloths lies in an ancient oriental martial arts style, which allowed its practitioners to employ any piece of normal cloth as a deadly weapon. Ambricus of Adroit Arms based his designs of combat cloths on this technique, developing a tissue specifically suited for combat so the wielder did not have to be a martial arts master to make effective use of it. Combat cloths are favoured by weaker, agile combatants whose lifestyles require hiding their combat abilities, such as court spies or assassin geishas. A combat cloth counts as a special monk weapon for the purposes of special monk combat options. However, monks are not automatically assumed to be proficient with it, although they may choose Exotic Weapon Proficiency (combat cloth) as their bonus feat at 1st, 2nd or 6th level. A combat cloth does not count as a special monk weapon for a monk that is not proficient with it.

A combat cloth may be used to make slashing or piercing attacks. It may also be used to deal damage to an opponent during a grapple instead of unarmed damage, without the normal –4 penalty incurred for attacking with a weapon during a grapple. By spinning the cloth at high speed, it may be thrown with a range increment of five feet, to a maximum of five range increments. A combat cloth can be used to make trip attacks; if the trip attempt fails, the wielder may drop the combat cloth to avoid being tripped himself. Finally, the greatest advantage of combat cloth is its innocuous appearance, causing most opponents to drop their guards as they rarely identify it as a weapon.

Combat Cloth: Light Exotic Weapon; 5 gp; Dmg 1d3(S)/1d4(M); Critical x2; Range 5 ft.; 1 lb.; Slashing or Piercing

Combat Staff

This state-of-the-art weapon looks like a well-finished, ornate masterwork quarterstaff (which it is), except it can be turned into two smaller staves or a nunchaku by a simple click of a button. In quarterstaff form, the weapon is a shaft six feet in length; in stave form, it looks like a pair of three-foot long wooden sticks. In nunchaku form, a foot-long chain connects the wooden rods.

Combat staves were designed by oriental weapon masters, who developed a technique to hide deadly weapons inside the seemingly innocent frame of a wooden stick. Ambricus copied and perfected this system by adding simplified mechanical elements, thus creating a deadly, surprising and versatile weapon.

Pressing a hidden button located in the staff's midsection separates the weapon's two halves, leaving two three-foot sticks instead of the six-foot long shaft. Conversely, by simply twisting the two halves in opposite directions, they disengage from each other but remain joined by a one-foot chain in the middle. Changing the weapon from a quarterstaff to either stick or nunchaku form, or vice versa, counts as a move action for a proficient character. Changing the weapon from stick to nunchaku form counts as a full-round action (effectively requiring two move actions) for a proficient character. A non-proficient character must spend 1d6 rounds to change a combat staff from any one form to any other. Both sticks must be present to change the weapon to quarterstaff form, plus both sticks must originally belong to the same combat staff.

In quarterstaff form, a combat staff counts as a masterwork quarterstaff as regards size, type, damage and special rules; in this form, it may be used as a double weapon just as if the wielder had a one-handed weapon and a light weapon.

In stick form, each of the sticks counts as a masterwork light mace, except it can be thrown in ten-foot range increments.

In nunchaku form, a combat staff counts as a masterwork nunchaku with extended range; treat as a reach weapon, allowing the wielder to attack enemies within ten feet as well as adjacent ones. It still counts as a light weapon and it still gives the wielder a +2 bonus on disarm checks, including checks to avoid being disarmed. A character can make trip attacks with a combat staff in nunchaku form; if the trip attempt fails, the wielder may drop the combat staff to avoid being tripped.

A character with combat staff proficiency can wield all three modes of the weapon without penalty. A character with proficiency in the quarterstaff, light mace *and* nunchaku must still acquire Exotic Weapon Proficiency (combat staff) to wield any of its weapon forms without penalty, due to significant differences in balance and weight. A combat staff counts as a special monk weapon in any of its three forms, giving special combat options to a monk wielding it. However, monks are not automatically assumed to be proficient with a combat staff, although they may choose Exotic Weapon Proficiency (combat staff) as their bonus feat at 1st, 2nd or 6th level. A combat staff does not count as a special monk weapon for a monk that is not proficient with it.

Combat Staff (Quarterstaff Form): Light (two-handed in quarterstaff form) Exotic Weapon; 200 gp; Dmg 1d4(S)/1d6(M); Critical x2; Range — (10 ft. in stick form, 10 ft. reach in nunchaku form); 5 lb.; Bludgeoning

Iron Nails

These special gauntlets are fitted with sharp iron nails, giving the wearer a claw attack. They look like black leather gloves, except that each finger ends in a one-inch long, slightly curved steel blade. Noticing the blades on these gloves requires a successful Spot check (DC 15 while the gloves are worn; DC 10 if they are found separately).

Iron nails originated as a variation on the equipment of certain assassins and spies, which used fake steel claws to climb walls and make treacherous attacks. By taking out climbing usefulness and focusing on stealth and deceit, modern weaponsmiths achieved this design, allowing the wearer to appear unarmed by hiding his claws. The resulting blades are weaker yet much more vicious, as they are built only for combat.

Iron nails are specially designed for attacks striking the opponent's weak spots, such as eye gouging or throat-slitting. This, combined with the increased control given by the weapon's direct link to the wearer's fingers, gives iron nails an increased critical threat range. Iron nails may be used to automatically damage an opponent during a grapple, instead of the normal unarmed damage.

A character fighting with iron nails (and no other weapon) counts as being unarmed in all respects; attacks made with iron nails are considered unarmed attacks, though the character benefits from the Improved Unarmed Fighting feat, if he has it, when wielding them. Iron nails allow the character to wield other weapons without penalty, though he cannot make an iron nail attack with the same hand he is wielding a weapon with. A character with iron nails in one hand and another weapon in the other may fight as if wielding two weapons. In this case, iron nails count as light weapons. A character wielding iron nails as weapons gains a +4 circumstance bonus on all checks to avoid being disarmed.

Iron Nails: Light Simple Weapon (Unarmed Attack); 25 gp; Dmg 1d4(S)/1d6(M); Critical 18–20/x2; Range —; 1 lb.; Slashing or Piercing

Iron Teeth

This is a set of fake metal fangs, which can be fitted over normal teeth to give the wearer a bite attack.

Iron teeth appear to have been developed by certain radical social groups with a penchant

for imitating vampires and other undead at disguise parties and secret gatherings. Their first designs, meant only for disguise, were wax or ceramic-based. Ambricus and other weapons designers took their idea and used it to design a very effective, if unwieldy, melee weapon.

A character wearing iron teeth may make one bite attack per round at its base melee attack bonus; all characters are considered proficient with iron teeth. A character is not considered fighting with two weapons if he is wearing iron teeth and another weapon; however, he may make a bite attack in addition to all its other attacks in a round, at its base melee attack bonus, albeit at a –5 penalty.

For example, a character armed with iron teeth and a longsword may not use both as if he was fighting with two weapons. However, he may use its bite attack at a –5 penalty at any time he uses the full attack action, regardless of his remaining weapons or attacks. If this fighter had the Improved Two-Weapon Fighting feat and a short sword in addition to his longsword, he could make an attack with each of his weapons at a –2 penalty (for a total of +3) *and* a bite attack at a –5 penalty (for a total of +0).

A character fighting with iron teeth (and no other weapon) counts as being unarmed in all respects; attacks made with iron teeth are considered unarmed attacks, plus the character benefits from the Improved Unarmed Fighting feat, if he has it, when wielding them. Iron teeth may be used to automatically damage an opponent during a grapple, instead of the normal unarmed damage.

On a natural 1 on the attack roll, a character wielding iron teeth always bites himself, suffering the appropriate damage. Furthermore, iron teeth are highly uncomfortable to wear for long periods; after one hour of wearing iron teeth continuously, a character must make a Constitution check each hour (DC 10, +1 per each subsequent hour after the first) or suffer one point of nonlethal damage. In addition, a character cannot eat or sleep comfortably while wearing iron teeth.

Iron Teeth: Light Simple Weapon (bite/unarmed attack); 25 gp; Dmg 1d3(S)/1d4(M); Critical x2; Range —; 1 lb.; Piercing

Jian

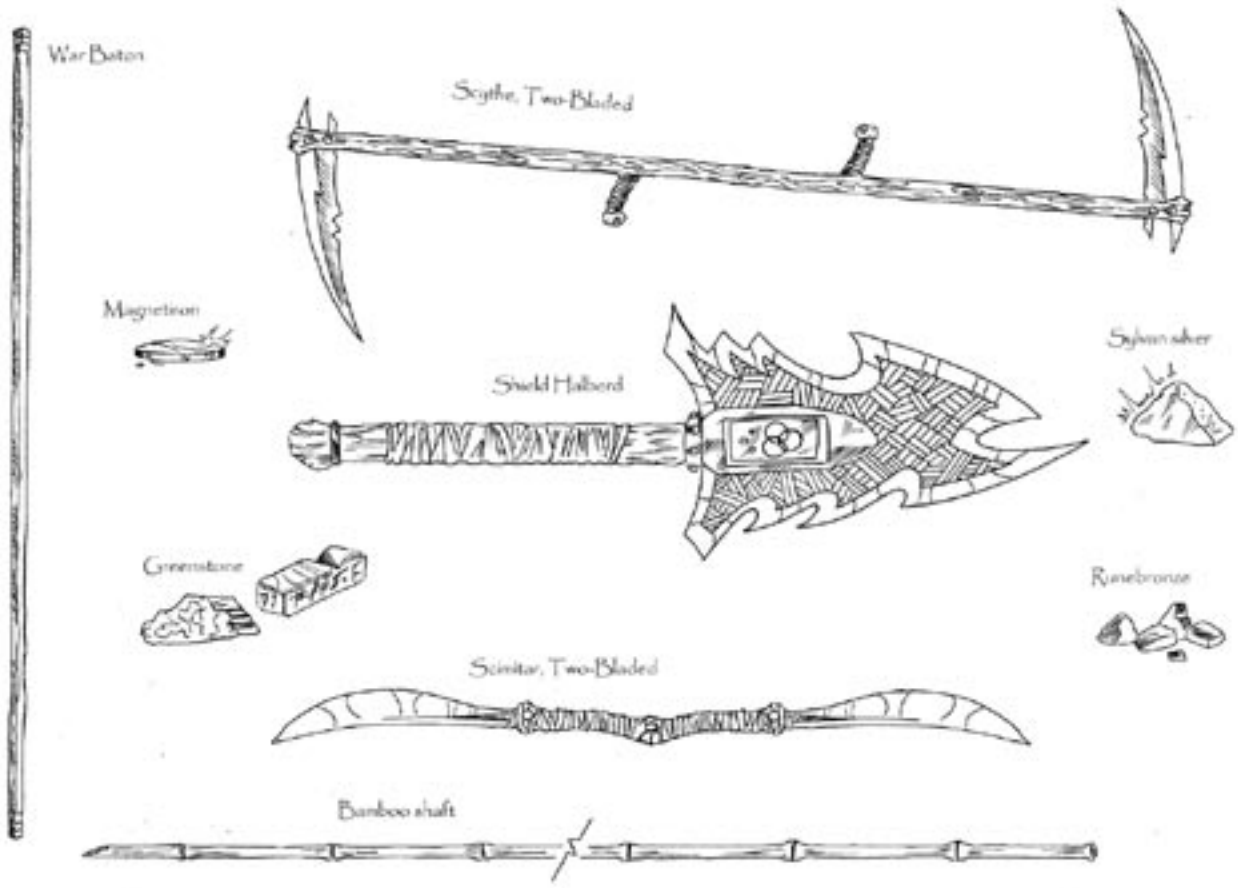
This Oriental-style sword is halfway between a longsword and short sword in length. Its handle is ornate, usually depicting dragons or other heraldic beasts. The blade is incredibly flexible in comparison to a longsword, yet sharp enough to deal at least as much damage.

The jian is the standard sword of a number of military oriental cultures, favoured by both soldiers and mystic warrior monks. The jian's blade is made mostly of malleable steel, which allows it to hit more easily and improves its resilience. However, its edges are made of the hardest, razor-sharp steel available, allowing it to cut with the same precision and effectiveness of a masterwork longsword. This technology of combined steel types was later developed for creation of the better-known katana and wakizashi. Despite the greater popularity of these offshoots, jian swords remain one of the greatest weapon designs ever made by humanity, both for their usefulness and their aesthetic perfection.

A jian is always a masterwork weapon, thus it gives a +1 bonus on attack rolls. An opponent attempting to sunder a jian receives a –2 penalty on his attack roll due to the blade's flexibility and resilience. A proficient character can benefit from the Weapon Finesse feat, if he has it, when wielding a jian.

In the hands of a nonproficient character, a jian counts as a normal short sword, though it cannot benefit from the Weapon Finesse feat. A jian wielded without proficiency retains its bonus against sunder attempts.

The wearer of a jian must give great importance and respect to his weapon's sheath, which is often a work of art on itself, woven with expensive silk, exotic wood, precious stones and decorative motifs. A jian's scabbard is always a masterwork item, whose price is included in the jian's cost.



Jian: One-handed Exotic Weapon; 400 gp; Dmg 1d6(S)/1d8(M); Critical 19–20/x2; Range —; 3 lb.; Slashing or Piercing

Longflail

This weapon appears as a ten foot long chain with a wooden handle in one end and a broad spiked metal cylinder in the other. It resembles some kind of elongated flail, or a long chain with a flail-like end.

Longflails have been in existence since their smaller counterparts were invented, though they have fallen out of circulation in recent years, as warriors gradually focused into the smaller, easier to wield versions. A longflail is basically a light flail, except with a greatly extended chain.

Despite its length, a longflail can be wielded with one hand without penalty. A longflail has reach, so it can strike both at adjacent opponents and opponents within ten feet. It allows the user to make trip attacks; if the character is tripped during his own trip attempt, he can drop the longflail to avoid being tripped. Finally, a longflail gives the wielder a +2 circumstance bonus on checks made to disarm an opponent, including checks to avoid being disarmed.

Longflail: One-handed Martial Weapon; 25 gp; Dmg 1d6(S)/1d8(M); Critical x2; Range — (10 ft. reach); 10 lb.; Bludgeoning

Magnet Chain

Magnet chains appear as common, non-combat, ten foot long chains, with round metal weights on both ends. They are always made of iron. Both metal spheres on the chain's ends look as normal iron; however, they have been specially treated as to seek and attract other metal items,

such as the metallic weapons and armour of opponents.

Ambricus invented the magnet chain when he discovered a strange metal whose properties allowed it to attract other kinds of metal (see 'new special materials' on page 29). By fashioning a chain made of this metal, he invented an altogether new kind of weapon – one with the ability to seek its opponent almost by itself. Due to their extreme rarity and high cost, magnet chains remain an Adroit Arms exclusive.

The strange properties of magnet chains give them a +1 circumstance bonus on all attack rolls made against enemies carrying any kind of metal. These bonuses apply to normal attack rolls, opposed attack rolls made to disarm an opponent and trip attacks made with the magnet chain. Furthermore, when attacking opponents clad in medium metal armour, the circumstance bonus is increased to +2. When attacking opponents clad in heavy metal armour, the circumstance bonus becomes +3. A character wielding metal armour suffers a –2 penalty on all attack rolls made with a magnet chain.

A magnet chain can be wielded as a double weapon, although the wielder suffers all penalties associated by fighting with two weapons, exactly as if he was fighting with a one-handed weapon and a light weapon.

A magnet chain counts as a reach weapon, unless it is being used as a double weapon, in which case it can only be used against adjacent foes. While not being used as a double weapon, a magnet chain can be used to attack opponents within ten feet and also adjacent ones. A magnet chain allows the wielder to make trip attacks; if the character is tripped during his own trip attempt, he can drop the magnet chain to avoid being tripped. Finally, a magnet chain gives the wielder a +2 circumstance bonus on checks made to disarm an opponent, including checks to avoid being disarmed.

Notes: A magnet chain is simply a normal chain made of magnetiron (see 'new special materials' on page 29).

Magnet Chain: One-handed Exotic Weapon; 200 gp; Dmg 1d3(S)/1d4(M); Critical x2; Range — (10 ft. reach); 2 lb.; Bludgeoning

Saw Flail

This weapon is a five-foot chain with a wooden handle on one end and a steel saw on the other. The circular blade is nailed to the middle of the longest chain link, allowing it to spin freely and easily while remaining attached to the chain. When wielded, the movement of the chain causes the saw attached to it to spin very fast, becoming a very dangerous weapon.

Ambricus of Adroit Arms discovered the saw flail when one of his lumber workshop's saws jumped from its place due to a freak accident and went flying against the wall, where it stuck as if thrown with incredible force. Having to use a chain to remove the saw from the wall gave Ambricus the final idea of attaching a spinning saw's axis to a chain link. The idea worked and soon the saw flail was an article on display in Adroit Arms. So far, Ambricus has heard of at least two other stores selling his design, though it can take a while before such an unusual weapon gains widespread usage.

A saw flail allows the wielder to make trip attacks; if the character is tripped during his own trip attempt, he can drop the saw flail to avoid being tripped. A saw flail gives the wielder a +2 circumstance bonus on checks made to disarm an opponent, including checks to avoid being disarmed.

The endlessly spinning saw on one end of the flail is a constant danger to both the wielder and his opponents; every time the wielder of a saw flail succeeds on a disarm, sunder or trip attempt, he gains an attack of opportunity against the same target, to see if the madly spinning saw hit the opponent as well. This attack of opportunity does not count against the wielder's limit of attacks of opportunity per round, though it is still limited to one attack of opportunity per successful disarm, sunder or trip attempt. Conversely, any character that rolls a natural 1 while making an attack with a saw flail must immediately succeed on a

Reflex save (DC 10) or be hit by the spinning saw himself.

Saw Flail: One-handed Exotic Weapon; 50 gp; Dmg 1d8(S)/1d10(M); Critical x3; Range —; 3 lb.; Slashing

Scimitar, Two-Bladed

This weapon looks as two scimitars joined at the handle, with curved blades pointing in the same direction. The handle is long enough for the weapon to be wielded with either one or two hands.

After the invention of two-bladed swords and axes, sooner or later a weaponsmith was bound to come up with the idea of two-bladed scimitars. So far dozens of blacksmiths the world over have attempted to take credit for the design; Ambricus is not foolish enough to think he can get away with that credit, so he does not try. However, he knows the design occurred to him by itself, having never seen another two-bladed scimitar in his life. The likeliest hypothesis is obviously that two-bladed scimitars generated in some harsh desert environment, where scimitars and similar weapons are more common and creative ways to kill are a daily need.

A two-bladed scimitar is a double weapon; a character may use it as if fighting with two weapons, though doing so incurs all the normal attack penalties associated with fighting with two weapons, just as if the character was wielding a one-handed weapon and a light weapon. A character wielding a two-bladed scimitar in one hand cannot use it as a double weapon; only one end of the weapon can be used in any given round. Other than this, the weapon functions exactly as a normal scimitar.

Two-Bladed Scimitar: One-handed (Double) Exotic Weapon; 100 gp; Dmg 1d4/1d4(S)/1d6/1d6(M); Critical 18–20/x2; Range —; 9 lb.; Slashing

Scythe, Two-Bladed

This weapon is a long wooden shaft with a scythe blade on each end. The scythes protrude from the shaft in opposite directions, so that while one of the blades points in one direction the other points in the opposite one. This makes it easier for the wielder to attack with both blades in a single, swift circular movement.

The origin of two-bladed scythes is unknown, though Kaiser Konrad of the Kingdom of Appa is credited with devising at least one version of this weapon. Kaiser Konrad was a lover of deadly and exotic weapons, his favourite pastime being the research of innovative devices giving an edge in combat, regardless of how eccentric they appeared. Despite his investigation of all kinds of different weapons, the scythe was always Kaiser Konrad's favourite weapon; the two-bladed version was one of his first – and most successful – experiments with its structure.

A two-bladed scythe must be wielded as a double weapon, thus the wielder always incurs all penalties associated with fighting with two weapons, exactly as if he was fighting with a one-handed weapon on each hand. A two-bladed scythe cannot be used to make trip attacks as a normal scythe can, nor can it be used in one weapon.

A character that rolls a natural 1 when attacking with a two-bladed scythe always hits himself with one of the blades, suffering the appropriate damage.

Two-Bladed Scythe: Two-handed Exotic Weapon; 120 gp; Dmg 1d6/1d6(S)/2d4/2d4(M); Critical x4; Range —; 22 lb.; Slashing

Shield Halberd

This weapon appears as a stunningly large and heavy halberd. Most of the weapon's vicious appearance is due to its blade, which is tall enough to almost reach the ground when being wielded and wide enough for a man to take cover behind it.

Shield halberds were the creation of the half-elven rogue, weaponsmith and public enemy number one Meridor the Mad, who experimented time and again with big, devastating weapons designs, always aiming at creating the most vicious, brutal weapon imaginable. Meridor never developed a model that was nasty enough to satisfy his goal, though this halberd came quite close; he wielded it as his favoured weapon until his untimely death at the hands of an offended – and unfairly skilful – barmaid after one butt-slap too many. Meridor's invention endured, though, and even today a few specialised weapons stores – like Adroit Arms – carry the design he made popular. However, Meridor's fearsome blade became famous not because its staggering offensive power but for an unexpected side effect of the half-elf's effort to have the 'biggest weapon' – the halberd's blade is so large, the wielder can actually use it as a shield.

When a character wielding a shield halberd performs the fighting defensively or total defence actions, he gains a +2 shield bonus to his Armour Class, in addition to the dodge bonuses gained from these manoeuvres. Any magical enhancement bonuses applied to a shield halberd increase its attack and damage, not its shield bonus.

Contrary to normal halberds, shield halberds cannot be used to make trip attacks or set against an enemy's charge, due to their incredible bulk.

Shield Halberd: Two-handed Exotic Weapon; 150 gp; Dmg 1d10(S)/2d8(M); Critical x4; Range —; 22 lb.; Slashing

War Baton

Even at first look, this six foot long staff looks way beyond a common quarterstaff by its design, effectiveness and sheer strength. It is a long iron shaft without an inch of wood on it; however, it is light and wieldy, despite the power of its attacks.

A war baton is simply a 'professional' version of the quarterstaff. It was designed somewhere in Oriental lands, by fighting monks specialising in the use of this weapon. Years of practise and experimentation led to these weapons, which are balanced, deadly and clearly made for war.

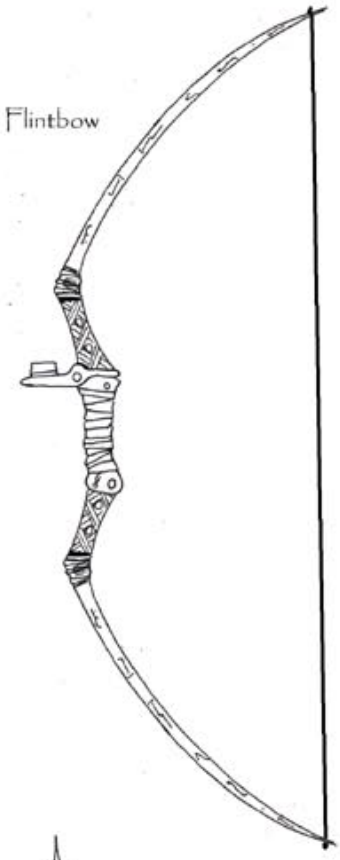
Contrary to a common quarterstaff, a war baton counts as an exotic weapon due to its increased weight and manoeuvrability, as well as the intricacies of wielding it with true mastery. It can be used as a double weapon, in which case the wielder incurs all the penalties associated with fighting with two weapons exactly as if he was wielding a one-handed weapon and a light weapon.

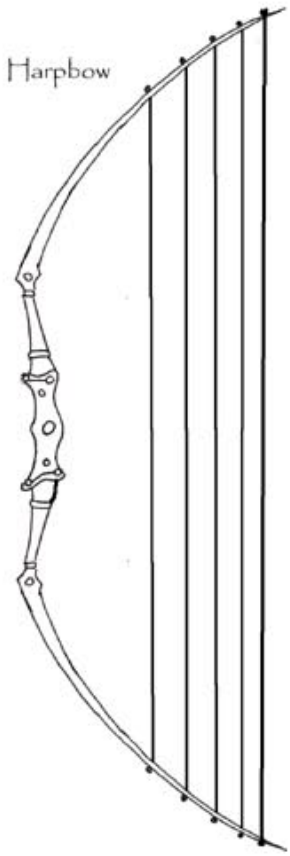
Due to its unequalled design, a war baton always counts as a masterwork weapon in competent hands; a character proficient with a war baton gains a +1 enhancement bonus on all attack rolls when wielding it. In addition, a war baton is extraordinarily useful in defence, giving the wielder a +1 shield bonus to his Armour Class. Despite its size, a war baton may be used in one hand without penalty; a war baton wielded with one hand may not be used as a double weapon and does not grant a shield bonus to Armour Class.

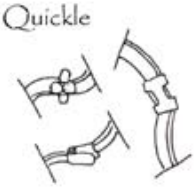
A war baton may be used as a common quarterstaff without penalty by a nonproficient character; however, in this mode a war baton does not grant any bonuses to attack rolls or Armour Class, nor can it be wielded in one hand.

A war baton counts as a special monk weapon for the purposes of special monk combat options. However, monks are not automatically assumed to be proficient with a war baton, although they may choose Exotic Weapon Proficiency (war baton) as their bonus feat at 1st, 2nd or 6th level. A war baton still counts as a special monk weapon (as a quarterstaff) for a monk that is not proficient with it.

War Baton: One-handed or Two-handed Exotic Weapon; 300 gp; Dmg 1d6/1d6(S)/1d8/1d8(M); Critical x2; Range —; 5 lb.; Bludgeoning


Flintbow


Harpbow


Quickle

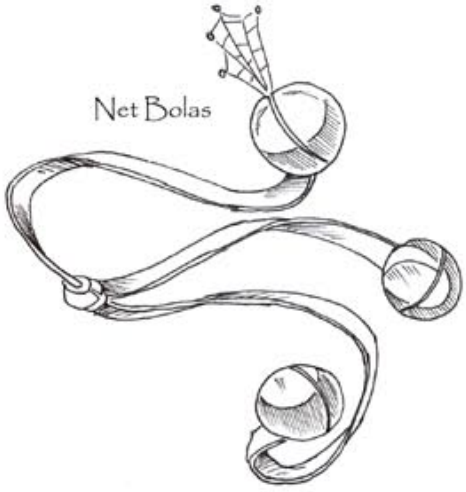
Firesling Bullets

Bullets, Exploding

Merciless Arrows

Flintbow Arrows

Quicksheath


Net Bolas

Luna Blades

Needlestorm

Ranged and Thrown Weapons

This section includes Ambricus' ingenious designs for weapons used at a distance, as well as some weaponry taken from ancient or tribal cultures, given that 'special' twist by Ambricus or other modern weaponsmith.

Bamboo shaft

This is nothing but an extraordinarily long (20 foot), hollowed bamboo shaft. It does not even seem like an article on sale at a first glance, though Ambricus assures you it is. Regardless of its immense size, the bamboo shaft is light enough to be used as a thrown weapon.

The idea of using bamboo shafts as weapons occurred first to Dephiss, a famed ranger and traveller who, during a wilderness expedition, discovered the hollow interior and light material of bamboo shafts allowed them to be wielded in combat and even thrown surprisingly far *regardless of their length*. He tested his discovery by playing fetch with his faithful dog companion, instructing it to catch larger and larger bamboo poles, until the dog died, impaled by an unimaginably large cane (Dephiss insisted it was more than 60 feet in length) it was not able to catch. Upon relating his discovery to fellow adventurers and warriors, they doubted a 60-foot bamboo shaft could *exist,* let alone be used as a thrown weapon. Faced with the incredulity and mockery of his peers – and the task of resurrecting his dead dog companion – Dephiss discarded and eventually forgot the idea himself, although he always knew secretly it *did* work. Eventually, some open-minded weaponsmith heard the ranger's story and proved it made sense to an extent; by shortening the bamboo poles and adding some weight to the tip, they could be made into unexpectedly effective thrown weapons. This marked the appearance of a 20 foot long javelin made entirely from a specially cut and balanced bamboo shaft. These weapons are surprisingly easy to wield and throw, regardless of their length; the only reason they are not made longer is the unwieldiness of such a large weapon. However, most adventurers reject their use, fearing encumbrance or simple ridicule. Dephiss, of course, gleefully added them to his arsenal; it is said he still makes a point of carrying them to every trip and adventure, though he has never again used them to play fetch.

A Medium character carrying a bamboo shaft made for his size requires 20 feet of space, just as if he was a Gargantuan creature. A bamboo shaft made for a Small creature requires only 15 feet of space, so the character wielding it only requires the space due a Huge creature. Large or larger creatures require 30 feet of space when carrying bamboo shafts.

Throwing a bamboo shaft is a standard action, though it counts as a two-handed weapon. The weapon has a ten-foot range increment; though it can be thrown up to 30 feet without any penalty; range penalties apply only after the third range increment. When used in melee, bamboo shafts deal only 1d2 points of damage (one point for Small characters) due to their length and frailty, plus the wielder suffers a –4 penalty on all attack rolls. A bamboo shaft used in melee counts as a reach weapon, except it can reach opponents within 20 feet instead of the usual ten feet. A character wielding a bamboo shaft in melee does not threaten his adjacent squares, nor can he attack with the bamboo shaft if his target is less than 15 feet away.

A bamboo shaft can be used to make trip attacks. If the wielder is tripped during his own trip attempt, he can drop the weapon to avoid being tripped. If a character uses a ready action to set a bamboo shaft against a charge, the weapon deals double ranged damage (2d6 for Medium characters, 2d4 for Small characters) on a successful hit against a charging opponent. A bamboo shaft cannot be used to make a sunder attempt except against another bamboo shaft.

Bamboo Shaft: Two-handed Simple Weapon; 1 gp; Dmg 1d4(S)/1d6(M); Critical x2; Range 10 ft.; 6 lb.; Piercing

Dire Sling

Dire slings consist of a single leather handle to which are attached two or three sling straps. By spinning the handle at a sufficiently high speed, a character can shoot two or three stones in a single round, depending on the specific sling configuration. There are two dire sling models: two-strap – capable of firing two bullets or stones per round – and three-strap – capable of firing three stones or bullets per round.

There is evidence that dire slings were discovered and developed millennia ago, by at least one tribe of hunter-gatherers from prehistoric times. However, for some reason – probably related to cultural prejudice or suchlike – they fell into disuse and became forgotten. Now, some weapon makers have tried producing dire slings again, though the enormous difficulty of wielding such a weapon has greatly limited customer interest. However, scholar research has proven the prehistoric men (or women) that used these slings were quite expert in their use, so dire slings remain available to anyone wishing to attempt to master them.

A character wearing a dire sling can make additional attacks each round, depending on the specific dire sling model used. A two-strap dire sling, or 'two-strapper', can fire a second attack each round, at the same attack bonus of the first one, albeit with a –5 penalty. A three-strap dire sling works exactly as a two-strapper, except it may fire a third attack at the same attack bonus as the first one at a –10 penalty. A character may apply his full Strength modifier to the first attack made with a dire sling during a round; all additional attacks made with the dire sling receive only half the wielder's Strength modifier.

A dire sling uses the same bullets as a normal sling and it suffers the same penalties for being loaded with stones instead of bullets. Loading a dire sling is a full-round action that requires two hands and provokes an attack of opportunity.

Dire Sling: One-handed Exotic Weapon; 70 gp; Dmg 1d3(S)/1d4(M); Critical x2; Range 35 ft.; 1 lb.; Bludgeoning

Firesling

A firesling is designed to ignite its ammunition as it is fired. It looks like a normal sling; however, close scrutiny reveals the space for a bullet or stone is encased in a flint-like surface. A firesling uses special bullets (see firesling bullets, below), which are specifically designed to catch on fire easily.

Fireslings were developed by Ambricus of Adroit Arms by combining the technology of flint and steel with that of high-speed friction, throwing in a bit of basic alchemy and giving it the purpose of ranged combat. The result is a sling that fires burning missiles.

All firesling bullets from a properly wielded firesling ignite at the moment of being fired. 'Properly wielded' means the character using the firesling must be proficient in its use and the ammunition used must be a firesling bullet. If the character wielding a firesling has no proficiency with it, its missiles have only a 50% chance of igniting when fired.

An ignited bullet deals the listed damage plus 1d6 points of fire damage, plus any target successfully hit by it is at risk of catching fire, as indicated in Chapter Eight of the *DMG*. A firesling's fire damage is not multiplied on a critical hit, though the Games Master may rule a successful critical hit causes the target to automatically catch on fire without a saving throw.

Firesling: One-handed Exotic Weapon; 50 gp; Dmg 1d2 plus 1d6 fire(S)/1d3 plus 1d6 fire(M); Critical x2; Range 50 ft.; 3 lb.; Bludgeoning and Fire.

Flintbow

A flintbow is a special kind of bow (long or short), designed to ignite its arrows as it fires them. It looks like a normal bow of any kind (long or short, common or composite), except for a flint-like case near its shaft's midsection. When a specially designed arrow (see flintbow arrows, below) is fired from a flintbow, it catches on fire as it violently strikes the flint

casing. All of a flintbow's traits and qualities are based on the type of bow it was originally. Any bow other than a crossbow can be turned into a flintbow by a process costing 50 gold pieces.

Ambricus developed flintbows by combining the technology of flint and steel with that of high-speed friction, throwing in a bit of basic alchemy and giving it the purpose of ranged combat. The result is a bow that fires flaming arrows.

All flintbow arrows ignite automatically at the moment of being fired from a flintbow. Flintbow arrows never ignite when fired from any other bow.

A successfully ignited arrow deals the listed damage plus 1d6 points of fire damage; in addition, any target successfully hit by it is at risk of catching fire, as indicated in Chapter Eight of the *DMG*. A flintbow's fire damage is not multiplied on a critical hit, though the Games Master may rule a successful critical hit causes the target to automatically catch on fire without a saving throw.

Flintbow (shortbow): Two-handed Exotic Weapon; 55 gp; Dmg 1d4 plus 1d6 fire (S)/1d6 plus 1d6 fire(M); Critical x3; Range 50 ft.; 3 lb.; Piercing and Fire.

Flintbow (longbow): Two-handed Exotic Weapon; 100 gp; Dmg 1d6 plus 1d6 fire (S)/1d8 plus 1d6 fire(M); Critical x3; Range 90 ft.; 4 lb.; Piercing and Fire.

Flintbow (composite shortbow): Two-handed Exotic Weapon; 100 gp; Dmg 1d4 plus 1d6 fire (S)/1d6 plus 1d6 fire(M); Critical x3; Range 60 ft.; 3 lb.; Piercing and Fire.

Flintbow (composite longbow): Two-handed Exotic Weapon; 150 gp; Dmg 1d6 plus 1d6 fire (S)/1d8 plus 1d6 fire(M); Critical x3; Range 100 ft.; 4 lb.; Piercing and Fire.

Harpbow

This incredibly versatile and inspired weapon functions as both a bow and a musical instrument. It consists of a bow shaft with four strings, each of which can be sounded or used to fire an arrow separately. When no arrows are used, a harpbow works as a perfectly acceptable (if not masterwork) four-string harp, counting as a musical string instrument for all purposes. When used to fire arrows, the harpbow allows a competent archer to fire an incredible amount of arrows each round. A harpbow is as light and manoeuvrable as a shortbow, though the strength and versatility of its strings allow it to be fired with the strength, range and precision of a composite longbow.

Harpbows were created by the elven ranger Alecto when he was attacked by a furious, hungry dire tiger. At the moment, Alecto was carrying no weapons except for his favourite bow, from which he never separated. Daring not to engage a dire tiger with his bare hands, Alecto opted to run back so as to shoot the beast from a safe distance; at this moment he realised he had run out of arrows. Faced with such dire straits, unarmed and about to be eaten by a dire tiger, Alecto resorted to desperate measures – as the monster slowly closed in for the kill, he pulled out his arrowless bow and started twanging it. It was then that Alecto discovered three things. The first was that music indeed does soothe a wild beast, when properly played; the second was the harpbow, which he designed and built a few days later; the third was his long repressed bardic vocation, to which he has devoted himself ever since. Armed with an enchanted harpbow, there are very few beasts that can resist Alecto's talent, whether for archery or music.

A character wielding a harpbow may choose which of the four strings to use each round; he cannot fire more arrows than allowed by his base attack bonus. There are two exceptions to this rule:

- If the wielder of a harpbow has the Rapid Shot feat, he counts as having the Manyshot feat instead. The character may choose not to receive this benefit, using his Rapid Shot feat as normal.

- If the wielder of a harpbow has the Manyshot feat, he may always fire four arrows per round at only a –4 penalty, regardless of his base attack bonus.

Every time a harpbow is twanged, its strings sound as those of a harp; this makes it impossible to fire a harpbow silently.

As a free action, a bard wielding a harpbow may use one of his bardic music abilities, or maintain a bardic music effect requiring concentration, at the same time he makes an attack with a harpbow. The ability used still counts towards the character's daily limit of bardic music uses. The bard is still limited to one use of bardic music per round.

A character with five or more ranks in Perform (string instruments) gains a +1 synergy bonus on attack rolls made with a harpbow. A masterwork harpbow grants the wielder a +2 bonus on all Perform (string instruments) checks in addition to the usual +1 bonus on attack rolls.

A harpbow can never be made with a Strength rating as a composite bow can.

Notes: To gain the Exotic Weapon Proficiency (harpbow) feat, a character must have at least one rank in Perform (musical instruments) as an additional prerequisite; otherwise, he cannot select to be proficient with a harpbow.

Harpbow: Two-handed Exotic Weapon; 500 gp; Dmg 1d6(S)/1d8(M); Critical x3; Range 110 ft.; 2 lb.; Piercing

Luna Blades

Luna blades are crescent-shaped throwing knives, with a leather handle fitted in the weapon's midsection. Luna blades are always made of razor-sharp silver, hence their high price. A luna blade is primarily a thrown weapon, but it can be used in melee by a proficient character without penalty. The most important feature of luna blades, though, is their ability to return to the wielder's hand when thrown.

Luna blades were discovered in the hands of a particularly violent and probably evil tribe of wild elves, dwelling in what is now known as the Darkleaf forest. These elves had fashioned luna blades as ritual assassination tools and never used them in combat, until a small contingent of human farmers arrived with the intention of colonising the Darkleaf lands. This started a long and bloody territorial war, during which the wild elves discovered the usefulness of their luna blades as hit-and-run stealth weapons. Soon, sneaky luna blade commandoes had claimed the lives of hundreds of human settlers and luna blades became feared agents of death among the hapless invaders. It is said the well-known high elf templar Ducann Runic entered the Darkleaf at this time, when he was only a squire. Despite his failure to stop the war and the massacre of nearly 1,000 human settlers, during his incursion he managed the uncanny feat of slaying two Darkleaf elite scouts in their own territory, collecting two luna blade samples from their bodies. Upon his return, Runic showed the weapons to civilised elven weaponsmiths, who easily duplicated the technique and soon made luna blades a widespread and popular weapon among elven exotic weapon aficionados. Now a world-renowned crusader after almost 100 years, Ducann Runic still carries those first luna blades he found as a memento, although in combat he still prefers The Vanquisher, his trusted silvered rapier. Ambricus insists Runic is still a frequent customer of his store; he also says it was Runic himself who taught him the secret of crafting luna blades.

A thrown luna blade usually returns to the hand of the thrower, unless it scores a critical hit. If a luna blade misses its mark or scores a normal (not critical) hit, it is considered a 'returning' luna blade as it flies back to the wielder's hand. If the wielder of a returning luna blade is not proficient with the weapon, he must make a

Reflex save (DC 10) or be hit by the weapon as it returns, suffering the appropriate amount of damage. If the save succeeds, the luna blade falls to the ground and a move action must be spent to pick it up. A character with the Deflect Arrows feat does not need to make a Reflex save to avoid a returning luna blade but the blade still falls to the ground. A character with the Snatch Arrows feat automatically catches a returning luna blade, even if he is not proficient with the weapon. A luna blade that scores a critical hit remains lodged in the target's body, even if the critical hit was achieved in melee. Pulling a luna blade out of a creature's body requires a move action.

A character cannot throw a single luna blade more than once in a single round, regardless of his number of attacks per round; however, he may throw two separate luna blades if his base attack bonus or feats allow it. A character may freely make all of his allowed attacks per round when wielding a luna blade in melee. If a character throws two luna blades on the same round, he must deal with both returning luna blades separately and needs a free hand for each.

Luna Blade: One-handed Exotic Weapon; 300 gp; Dmg 1d4(S)/1d6(M); Critical 18–20/x2; Range 10 ft.; 3 lb.; Slashing

Needlestorm

A variation on the repeating blowgun, a needlestorm is a larger blowgun capable of firing dozens of darts simultaneously without risk for the user. It looks like a metallic and wooden tube, tapering to a narrow mouthpiece and handle on one end and seven (not just one) dart holes on the other. The tube rotates at a great speed as the wielder blows on the mouthpiece and grabs the handle, allowing an large number of darts to be fired on a single round. Needlestorms use common blowgun darts; they can hold up to 100 blowgun darts at any one time.

Needlestorms were invented in the Far East, where they are weapons of choice for elite and epic assassins. Ambricus imported them with the help of Rolo from the Treasures From Afar store; he has not found many adventurers willing to learn these strange weapons' use, so he still has quite a few in stock.

In competent hands, a needlestorm fires so many darts on a single round it does not need an attack roll. Rather, the target of a needlestorm attack must succeed on a Reflex save (DC 25) or be hit by 2d4 darts. These are common blowgun darts, dealing negligible damage (one point each) but usually coated with deadly poison. A creature that is denied its Dexterity bonus to Armour Class for any reason is not allowed a Reflex save against a needlestorm attack. A creature with evasion, or an armour bonus equal to +3 or greater, is only hit by 1d4–1 darts on a failed save. A creature hit by the poisoned darts of a needlestorm must succeed at a single Fortitude save to resist it, with a bonus to the DC equal to the number of darts he was hit with.

If the wielder of a needlestorm does not have proficiency with the weapon, he may still fire as many darts as allowed by his number of attacks per round, making a separate ranged attack roll for each dart.

If a nonproficient character rolls a natural 1 while attacking with a needlestorm, he immediately swallows one of the darts and must succeed at a Fortitude save against the poison, as appropriate.

Needlestorm: Two-handed Simple Weapon; 300 gp; Dmg 1 (S or M) (per needle); Critical x2; Range 10 ft.; 2 lb.; Piercing

Net Bolas

Net bolas look like common bolas (which are not that common themselves), with two leather spheres joined by leather leashes. The only difference is that one of the spheres of a set of net bolas hides a folded net. Net bolas function as normal bolas until they hit an opponent or surface (including the ground); at this point, the hidden net is automatically sprung upon any creature passing near.

Net bolas were designed by a clever ranger from the Southern plains, who specialised in capturing and selling large animals. This anonymous ranger discovered that bolas were not enough to capture the largest specimens, for which he attempted to use a net instead. However, the limited range of nets made it very difficult and risky to engage some animals with them, so he was faced with a conundrum: either to use ineffective weapons at excellent range, or useful weapons at a negligible (and dangerous) range. After much experimentation, he used the strongest fibres he could develop to build a net that was light enough to fold itself into a small compartment, yet strong enough to hold the biggest beasts. Such a net was to travel inside one of the weights of a specifically designed set of hunting bolas, which would spring the net automatically as soon as they hit the enemy. The weapon was a huge success, and soon after most of the ranger's friends and neighbours, as well as all of his sons and daughters, were using net bolas to capture wild animals. Net bolas spread through the world via weapons stores specialised in exotic designs and hunting gear.

A character can use net bolas to make ranged trip attacks; a character cannot be tripped during his own trip attempt when wielding net bolas.

After a set of net bolas has been used to make a trip attempt or normal attack, regardless of whether the attack was successful or not, a net automatically springs in the target's area. The target must succeed at a Reflex save (DC 20) or become entangled (–2 penalty on attack rolls, –4 penalty on Dexterity, can move at only half speed, cannot charge or run) by the springing net. An entangled creature must succeed at a DC 15 Concentration check to be able to cast a spell. An entangled creature can escape by succeeding at an Escape Artist check (DC 25). The net has ten hit points and can be burst with a successful Strength check (DC 30). Both escaping from and bursting a net are full-round actions. A character that rolls a natural 1 when attacking with net bolas springs the net upon himself and he must succeed at a Reflex save or become entangled as detailed above.

A full-round action must be spent folding the net inside its compartment to use net bolas again. A normal net can never fit inside a net bola's compartment.

Net Bolas: One-handed Exotic Weapon; 70 gp; Dmg 1d2(S)/1d3(M); Critical x2; Range 10 ft.; 4 lb.; Bludgeoning

Ammunition and Accessories

This is the last section of the Adroit Arms store. Here, the customer can find an assortment of useful knick-knacks and tools designed to increase or modify the performance of normal weapons and armour, as well as ammunition for any occasion. In addition to the items featured in this list, Adroit Arms sells normal ammunition for any kind of missile weapon.

Bullets, Exploding

These are special sling bullets, loaded with black powder and other alchemical elements causing them to explode upon contact. They look as normal sling bullets, though imperceptibly larger and darker.

Exploding bullets are widely considered to be a gnomish idea, since that race is credited with the invention of most weapons and artefacts involving the use of black powder and other explosives. Besides, so far nobody else has attempted to take credit for them. Given the danger of carrying and firing exploding bullets, only the most imprudent or skilful slingers make use of them.

In addition to its normal bludgeoning damage, an exploding bullet deals 2d6 points of fire damage upon contact, with no saving throw allowed. The special chemicals involved in the creation of exploding bullets prevent the fire from spreading, so damaged targets do not risk catching on fire. Fire damage from an exploding bullet is not multiplied on a successful critical hit.

A character may attempt to use an exploding bullet as a thrown weapon, with a range

increment of five feet. When used in this fashion, exploding bullets deal only 1d6 points of fire damage on a successful hit and the target is allowed a Reflex save (DC 15) for half damage.

A character that rolls a natural 1 while attacking with an exploding bullet suffers the bullet's fire damage himself, although he is allowed a Reflex save (DC 15) for half damage. If a character carrying exploding bullets suffers fire damage, there is a percentage chance equal to 5% per point of damage suffered that one of his exploding bullets will go off, causing him an additional 2d6 points of fire damage. In turn, such damage has a percentage chance of setting off an additional exploding bullet, and so on. After all the consequences of fire damage have been calculated for that round, the character is allowed a single Reflex save (DC 20) to reduce total fire damage by half. If the save fails, the character catches on fire (as discussed on Chapter Eight of the *DMG*).

For example, if a character carrying three exploding bullets is hit by a *burning hands* spell for 12 points of fire damage, there is a 60% chance (5% per point of fire damage suffered) that one of the exploding bullets will go off, dealing 2d6 additional points of fire damage. If the bullet explodes and deals, for example, seven points of damage, there is a 35% chance one of the remaining bullets will explode as well, which in turn has a percentage chance of causing the last bullet to explode too. Let us assume no other bullets explode on that round, which leaves the character with 19 points of fire damage for that round. In the end, the character is allowed at a Reflex save (DC 20) to reduce damage to only nine points; if the save fails, the character catches on fire.

Exploding bullets are fully waterproof; they may be submerged for hours and suffer no damage to their performance.

Exploding Bullet (1): 20 gp; ½ lb.

Firesling Bullets

These are the special bullets required to adequately use a firesling (see page 21). They are made from packed dry leaves, oils and other flammable materials, mixed together with friction-enhancing chemicals. The composition of firesling bullets causes them to be automatically ignited when fired from a firesling.

A firesling bullet thrown from a normal sling has only a 25% chance of igniting when fired. The effects of an ignited firesling bullet are detailed in the firesling description (see page 21).

Firesling Bullets (5): 20 gp; 2 lb.

Flintbow Arrows

These are the special arrows required to make the best use of a flintbow (see page 21). Their steel tips are designed to strike the flintbow like a match, automatically igniting a pad of cotton and oils located just behind the arrow point.

Other than being fired from the flintbow they are designed for, flintbow arrows can be ignited normally with flint and steel. Simply being fired from any bow other than a flintbow does not ignite a flintbow arrow.

Flintbow Arrows (5): 35 gp; 1 lb.

Merciless Arrows

These vicious, cruel weapons are specially designed to cause endless hurt to the target, making it very difficult to remove one from the body of a creature hit by them. They are based on the design of arrows such as watakusi or barbed arrows, both detailed in the *Ultimate Equipment Guide*. However, merciless arrows have two lines of double-edged curved blades all along their shafts, not only at their point. Such blades have no problem penetrating the body of a victim, but hook on the flesh when pulled out, causing indescribable pain, potentially killing the victim as it becomes impossible to dislodge the arrow from his body.

Merciless arrows were not created by Ambricus, much as it saddens him to admit the fact that such perfect instruments of pain and death were not his idea. The inventor of merciless arrows was Tonnela Pinnaton, a halfling rogue known for his matter-of-fact callousness and disregard for anything resembling pity, passion or care for anyone or anything except his cause – to free the people from the yoke of monarchical society. As a guerrilla leader, Pinnaton endlessly concocted schemes and inventions related to assassination and terror. One of these was the design of merciless arrows, which would keep an imperial soldier bleeding for days with nothing mundane medics could do for him, as pulling out one of these arrows was at least twice as harmful as the arrow wound itself. After his latest defeat and the routing of his forces against the army of King Wilhelm II, Tonnela Pinnaton disappeared from the public eye and nobody knows what became of him or his freedom fighters. Rumour has it they are holed up at some mountain, plotting to overthrow society once again. Whatever the case, merciless arrows were immediately copied by the tyrant military who were also their first victims, and pretty soon their design was so widespread around the kingdom that King Wilhelm had to ban their use, calling them 'unfair' and 'unnecessarily bloodthirsty'. However, merciless arrows can still be found at black market prices or by special order, particularly outside King Wilhelm's realm, where specialised weapons stores such as Adroit Arms still carry this vicious ammunition.

A creature hit by merciless arrows cannot be healed by either normal or magical means until the arrow is removed from his body. Natural healing is impossible unless the wounded creature succeeds at a Constitution check (DC 10 plus the damage dealt by the merciless arrow); otherwise, the wounded creature cannot rest due to the unbearable pain. Removing a merciless arrow from a wound deals additional damage to the creature as if the arrow had scored a critical hit (usually thrice the arrow's base damage). If the arrow did score a critical hit in the first place, removing it causes the same effect as if the arrow had been used for a coup the grace: additional damage equals a critical hit dealt by the arrow, plus the creature must succeed at a Fortitude save (DC 10 plus damage dealt) or die from trauma.

The increased weight of merciless arrows halves the range increment of the weapon that they are fired from but they increases its damage as if it was made for a creature one size category larger. Thus for example a Medium shortbow has a range increment of 30 feet and a base damage of 1d8 when firing merciless arrows, while a Medium composite longbow has a range increment of 55 feet and a base damage of 2d6 when firing merciless arrows.

Due to their unusual configuration, merciless arrows cannot be used in conjunction with the Manyshot feat. A character that rolls a natural 1 when attacking with merciless arrows suffers 1d3 points of damage from the arrow's curved blades.

Merciless Arrows (10): 50 gp; 4 lb.

Quickle

Quickles, or quick buckles, are special armour clasps, chains and straps, specially designed to make the process of donning and removing armour much faster. A suit of armour fitted with quickles can be put on and removed, as the slogan says, 'as easily as clothing'. Quickles appear as common armour straps and metallic poppers, which can fasten or unfasten simply by pressing them in a certain way. Fitting a suit of armour with quickles costs ten gold pieces for light armour, 50 gold pieces for medium armour and 250 gold pieces for heavy armour.

Quickles are another of Ambricus' personal designs; he is particularly proud of this one. 'Say goodbye to armour troubles', he says, 'for with quickles, the issue of being armoured or not is a mere moment's work to solve!' The idea of quickles came to Ambricus from the story of a warrior whose armour broke during battle, dozens of miles from the nearest smithy. During the night, the warrior had to repair his armour as best he could, using his own weapon belt to substitute the broken straps. The next day, the makeshift belts unfastened, leaving him

trapped in half-removed armour and a sitting duck against an enemy's battleaxe. However, his valiant sacrifice gave Ambricus the idea of making armour straps that were as easy to fasten or unfasten as a single belt.

Light armour fitted with quickles can be donned in five rounds and donned hastily or removed in two; Medium armour fitted with quickles can be donned in one minute and donned hastily or removed in five rounds; Heavy armour fitted with quickles can be donned in two minutes (or half this time if the character receives help) and donned hastily or removed in one minute.

Quickles: 10 gp (light armour), 50 gp (medium armour) or 250 gp (heavy armour); 1 lb.

Quicksheath

A quicksheath is specially designed to reduce the time required to pull out (not sheathe) a weapon. It looks as a normal sheath, though it is fitted with special buttons and springs allowing it to release its contents almost instantly. There are three types of quicksheath: light quicksheaths (made for light weapons), Medium quicksheaths (made for one-handed weapons) and heavy quicksheaths (made for two-handed weapons). Quicksheaths work only for blades (such as daggers or swords), not hafted weapons (such as axes or maces) or ranged weapons (such as slings or bows). A quicksheath may be used to sheathe all blades of its corresponding type; for example, a Medium quicksheath can carry a rapier, longsword or scimitar. A blade carried in a quicksheath is called a 'quicksheathed' weapon.

Quicksheaths are yet another invention by Ambricus of the Adroit Arms store, which he designed with the idea of helping warriors to be always ready in any situation. The weapon engineer is so proud of his creation he usually shows it to customers even if they do not express a wish to even buy a blade; his desire to show it off is such he has set up a special offer, giving a free quicksheath with the purchase of any masterwork blade. Whether the special offer is currently in effect or not is completely up to the Games Master.

A quicksheathed weapon may always be unsheathed (not sheathed) as a free action, regardless of the wielder's training. If the wielder of the weapon has the Quick Draw feat, he may draw a quicksheathed weapon as a reaction, even if it is not his turn. A quicksheath never affects the time required to sheathe a weapon or put it away.

Ambricus sells masterwork quicksheaths, costing twice the listed price. These quicksheaths give the wielder a +2 bonus to his initiative on the round he pulls out his quicksheathed weapon.

Quicksheath (Light): 75 gp; 1 lb.

Quicksheath (Medium): 150 gp; 2 lb.

Quicksheath (Heavy): 225 gp; 3 lb.

Supreme Sword Sharpener

A piece of supreme sword sharpener is like a common whetstone, though it is treated with special chemicals and minerals giving it superior sharpening qualities. A weapon that is regularly treated with supreme sword sharpener has its edge improved to the point of perfection. Supreme sword sharpener is sold by nugget, with five nuggets of supreme sword sharpener weighing one pound. A nugget lasts for one month if used daily.

Supreme sword sharpener is another of the special tools developed by Ambricus the weapons engineer to give an overall better service to customers of the Adroit Arms store. It is an alchemical-mineral compound, using the form, texture and composition of the whetstone as a base.

A weapon that is treated daily with supreme sword sharpener gains a +1 bonus to damage after one month of uninterrupted treatment. If the treatment is interrupted by even one day at this stage, the process must start all over again and the weapon treated for a full month before gaining the desired edge (and corresponding damage bonus). After this point, the treatment must continue daily for the weapon to retain its

sharpened qualities. Once a weapon has gained the benefits of supreme sword sharpener, it can retain its damage bonus without additional treatment for no more than a week; if the treatment is interrupted by more than one week, the weapon loses is increased edge, including the +1 bonus to damage, and must be treated for another full month before regaining it. Supreme sword sharpener works on all slashing weapons (not only swords). A weapon treated for one interrupted month (or more) with supreme sword sharpener counts as adamantine for the purposes of overcoming damage reduction as long as it retains the +1 damage bonus. As soon as the weapon loses this damage bonus, it also loses the adamantine special quality.

Supreme Sword Sharpener (5 Nuggets): 250 gp; 1 lb.

New Special Materials

In addition to its varied weaponry on sale, Adroit Arms is also a mining and metallurgy business, trading in common and unusual ores for the fabrication of special armour and weapons. Besides the better-known (if expensive) adamantite, alchemical silver, cold iron and mithral, Adroit Arms is exclusive purveyor of the following special materials:

Greenstone

This strange mineral, appearing as a cross between jade and some kind of green crystal or quartz, has the property of acting as a conduit for all kinds of energy. A greenstone weapon or armour suit always counts as a masterwork item; thus, greenstone weapons have a +1 enhancement bonus on attack rolls and the check penalty of greenstone armour is one point lower than normal.

Greenstone armour always has a spell failure chance of 0%, allowing arcane spellcasters to wield it without any fear of spell failure whatsoever. Furthermore, any weapons made of greenstone count as magical for the purposes of bypassing damage reduction.

Both metal and wooden weapons can be made from greenstone; however, armour with non-metal parts cannot be made from greenstone. Thus, a chain shirt can be considered a greenstone item, while a studded leather armour suit cannot.

Greenstone can always be used as a focus for arcane spells, even those requiring a different focus or no focus at all. Using a greenstone item as an arcane focus increases the spell's save DC by one. Using a greenstone object as an arcane focus does not replace any other arcane focus required by the spell. Any object made of greenstone, even a simple raw chunk, can be used as an arcane focus for a spell. However, there must be a minimum amount of greenstone available to affect spells of a certain level, according to the table below.

Item Size: This is the minimum required size of the greenstone item. An item smaller than this cannot be used as an arcane focus for a spell of the indicated level.

Spell Level: This is the maximum spell level that can benefit from a greenstone item of the indicated size.

Greenstone Items as Arcane Foci

Item Size	Spell Level	Example
Fine	0th	Pebble
Diminutive	1st	Amulet, fist-sized nugget
Tiny	2nd	Dagger
Small	3rd	Rod or sword
Medium	5th	Staff
Large	7th	Doorway
Huge or larger	9th	Monolith

Example: Lists a sample of the kind of greenstone item corresponding to the indicated size.

Pure greenstone can also be used as a channel for psychic strength; a psicrystal made of greenstone increases the DC of all of its wearer's psionic powers by two.

By the same token, magic flows so quickly through greenstone that items made from it can never be made magical or enchanted by any means.

Greenstone armour or weapons cost five times the price of a masterwork item of the corresponding type; for example a greenstone greatsword costs 3,500 gold pieces (the price of a masterwork greatsword x five).

Greenstone has 20 hit points per inch of thickness and hardness 15.

Magnetiron

This is a variation of iron with the uncanny quality of attracting other ferrous metals, such as steel, with great force. It is similar to common lodestone, only its attracting qualities are much stronger. A weapon made of magnetiron gains a +1 circumstance bonus on all attack rolls made against a character carrying any amount of metal; furthermore, the circumstance bonus is increased to +2 when attacking opponents clad in medium metal armour. When attacking opponents clad in heavy metal armour, the circumstance bonus becomes +3. Only weapons with metal parts can be made of magnetiron; thus a spear may be a magnetiron weapon, while a quarterstaff may not.

Magnetiron weapons are very heavy, weighing twice as much as a normal weapon of the corresponding type. In addition, a character wearing metal armour suffers a –2 penalty on all attack rolls made with a magnetiron weapon.

Magnetiron items cost five times the listed price. The price for a masterwork item is added after multiplying the base price; thus a masterwork magnetiron rapier costs 400 gold pieces (five times the base cost of a rapier + 300 gold pieces for being a masterwork item).

Magnetiron has 15 hit points per inch of thickness and hardness 10.

Runebronze

This special metal is derived from normal bronze, though prepared by alchemical and arcane means so as to have some power in the magical realm without being magical itself. It appears as common bronze, only carved with runes and arcane symbols all over. Only weapons with parts normally fashioned of steel can be made into runebronze weapons; thus a halberd can be a runebronze item, while a club cannot.

Runebronze weapons count as magic for the purposes of overcoming damage reduction, though they are not truly magical themselves. A runebronze weapon imposes a –1 penalty on all damage rolls.

Runebronze ammunition costs an additional ten gold pieces; runebronze weapons cost an additional 400 gold pieces. For example, 20 runebronze arrows cost a total of 11 gold pieces, while a masterwork runebronze scimitar costs 715 gold pieces.

Runebronze has ten hit points per inch of thickness and hardness 8.

Sylvan Silver

This sacred metal is found only in the deepest forest caves and sanctuaries. It is the purest form of silver; so primal and attuned to nature it is almost magical. All weapons and armour made of sylvan silver count as masterwork items; thus sylvan silver weapons gain a +1 enhancement bonus on attack rolls, while sylvan silver armour has its check penalty reduced by one. In addition, all sylvan silver armour has its arcane spell failure chance reduced by 10%.

Sylvan silver has the uncanny ability to catch the light of the moon and stars; if taken outdoors during the night, a sylvan silver item sheds a faint light in a ten-foot radius (treat as the light of a candle or torch). This light is extremely harmful to evil creatures; if wielded outdoors during the night, a sylvan silver weapon counts as good-aligned for the purposes of bypassing reduction. If a sylvan silver weapon is enchanted, it automatically becomes good-aligned, retaining this ability for the purposes of bypassing damage reduction at all times, even during the day or underground.

An item made of sylvan silver weighs only 75% as much as a normal item of its type.

Sylvan silver armour and weapons cost five times as much as a masterwork version of the corresponding item type; for example a suit of sylvan silver full plate costs 8,250 gold pieces (five times the price of masterwork full plate).

Sylvan silver has ten hit points per inch of thickness and hardness 10.

The Alchemist's Pestle: Formulas and Mixtures

The small shop ahead of you seems wreathed with a wispy halo of multi-coloured smoke, wafting slowly from the depths of the dark canopy framing the shop's entrance. As you approach, a harsh clash of unfamiliar smells strikes you – it is neither truly pleasant or unpleasant, and is wholly unfamiliar. In the shadow of the canopy you see herbs and roots of every description, hanging in a chaotic fringe from the support rails of the canopy. Farther in the door hangs open. An attractive woman on the cusp of middle age is working a small bellows in the doorway, pushing a cloud of green-tinted smoke out of the shop and into the air of the Marketplace of Marvels. When she sees you she stops, pushes back a mop of red hair, and gestures you toward her. 'Come in, come in. No, the smoke is harmless, it's just a bit ... er ... pungent.' After she ushers you inside, she smiles a brilliant smile at you and resumes speaking. 'Now then, my name is Tathiela d'Rulln, and since it is quite clear none of you are pregnant, I must assume you're not here to seek my services as a midwife? Fine then, it's alchemy you want. Well, alchemy I've got, from bottled flame to thundering stones. Just tell me what you need and we'll see what we can do. Oh, and before you ask, I don't do love potions. If that's what you're after, you'll have to try one of those fumbling hedge wizards down the street.'

The entrance to The Alchemist's Pestle is in the shadow of a deep awning stretching out from the front of the shop, the sides of which are painted with the shop's names and various symbols of dubious meaning. Herbs and roots are hung to dry beneath the eaves of the canopy. Inside, the shop is murky and dim, lit by glowing stones and what seem to be oil lamps, though they are producing flame of a variety of colours. The shop itself is quite small, with room only for a few rows of shelves in front of the counter, behind which is an obvious alchemist workspace. The shelves, the counter, the workspace, the walls, even in some cases the floor are home to dozens upon dozens of flasks, jars, jugs, boxes and bags, each one carefully labeled.

The owner of The Alchemist's Pestle, Tathiela d'Rulln, has deep roots in this area. She inherited the shop from her mother, who inherited it from her own mother, and so on, back through a dozen generations. Like her mother, grandmother and many female ancestors before her, Tathiela is a skilled midwife who sees alchemy as a profitable and interesting way to keep busy when her services as a midwife are not needed. The business has changed quite a bit since Tathiela took it over, however. Blessed with an intuitive understanding of alchemy, boundless curiosity and an incisive intellect, she has dramatically expanded the limits of her knowledge, creating many new alchemical mixtures unknown outside her shop.

Under the ownership of Tathiela's mother, grandmother and others, The Alchemist's Pestle offered love potions and aphrodisiacs for sale. Tathiela has put a complete stop to that, however, and will refuse to provide such items to anyone, no matter how much gold is offered. This strange prejudice of hers has led to a number of rumours throughout the Marketplace of Marvels, the most prominent being that Tathiela fell victim to just such an item once herself.

Air Sponge

The air sponge is a strange, but sometimes incredibly useful, alchemical invention. It

looks like a white sponge, about twice the size of a man's fist, but instead of absorbing large amounts of water, it can hold a surprising amount of air. Even when immersed in water, the air sponge will hold its air, leaking only an occasional tiny bubble. The air sponge holds enough air for the average Medium-size creature to take three full breaths from it before it is depleted, allowing the user to remain underwater much longer than would normally be possible. Each breath taken from the air sponge 'resets' the user's Constitution checks against drowning. The air sponge can be refilled with air simply by squeezing it, so long as the user is in a place where air is available – it obviously cannot be refilled under water.

Air Sponge: 50 gp; 1 lb.

Blinding Powder

Throwing sand into an opponent's eyes is a time-honoured (if not exactly honourable) tactic. Blinding powder offers a superior solution, an alchemically-created powder that will leave an opponent fumbling in the dark. Though nothing more than fine powder when dry, contact with any moisture (such as an opponent's eyes), causes it to instantly coalesce into a gummy paste. Anyone successfully hit with the powder is effectively blinded, and all attacks he makes are subject to the normal 50% miss chance given to targets with total concealment. The powder burns painfully when introduced to the eye, but causes no actual damage. The target's tear reaction will wash the paste out of his eyes in 2d4+2 rounds. With plenty of water, the target may clear his eyes as a full-round action.

Successfully striking a foe with blinding powder can be difficult, as the powder is useless if it does not hit the eyes. The attack receives a –4 penalty on his ranged attack roll with the powder (in addition to a non-proficiency penalty – blinding powder is treated as an exotic weapon). Further, the target of the attack receives a Reflex save to close his eyes before the powder strikes (DC 10 plus attacker's ranged attack bonus). Blinding powder has a maximum range of ten feet and is sold in single use packets of eight ounces each.

Blinding Powder: 25 gp per packet

Bottled Lightning

Bottled lightning does not actually come in a bottle, but rather in a fragile, yet strangely heavy for its size, glass sphere about two inches in diameter. Within the sphere are two opposing lodestones, suspended in an alchemical solution. The glass of the sphere is dark, making it difficult to see inside, but a careful observer will occasionally note the faint glimmer of electrical current in the tiny globe as it arcs back and forth between the two lodestones. Touching a globe of bottled lightning produces a tingling sensation from the electricity contained within. Bottled lightning is intended to be thrown as a ranged weapon, much like a bottle of alchemists' fire. A direct hit with a globe of bottled lightning deals 1d8 points of electrical damage and unleashes a small storm of electrical energy, dealing one point of electrical damage on every creature within five feet of the point where the globe burst. The electricity dissipates almost immediately, causing no further damage after its initial effects.

The globes which contain bottled lightning are extremely fragile and easily broken, and should only be carried about when they are stored in a padded case. Tathiela has received numerous offers, requests, even demands that she develop a larger version of this item, capable of dealing more devastating damage, but she always refuses. She has known and heard of too many alchemists who have tried to do that very thing, usually with fatal results. The stress placed on the bottled lightning container is one reason it is so fragile, to make the device any larger makes it impossible to use glass or ceramic as a container, and most substances capable of holding a larger bottled lightning charge are strong enough they will not break on impact, which defeats the purpose of the device entirely. As far as Tathiela is concerned, there is no way to build a larger version of bottled lightning that will still burst on impact.

Air Sponge

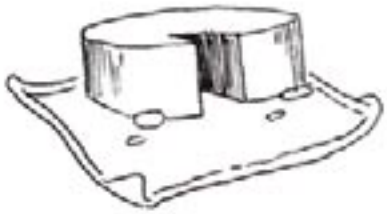
Blinding Powder

Bottled Lightning

Waterclear

Freshpaste

Ink, Invisible



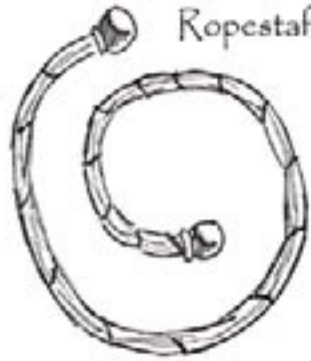
Ink, Mirror

Skinseal

Skin Toner

Receiving Paper

Ropestaff



Starstone

Slowburn

Bottled Lightning: 30 gp; ½ lb.

Breathmask

Slimy, sticky and foul smelling, this alchemical creation comes in a sealed jar, both to keep the smell contained and to preserve the breathmask's usefulness. The breathmask itself is a square of cloth, six inches on a side, soaked in an alchemical liquid. To use it, the breathmask must be removed from the jar and placed over the nose and mouth, where it will adhere in place. Once in place, it acts as a filter against harmful elements in the air, leeching them away before the person wearing the breathmask breathes them into his lungs. An individual exposed to any airborne diseases or inhaled poisons while wearing the breathmask will receive a +4 circumstance bonus to his saving throw to resist the effects of the poison or disease.

Obviously, the breathmask must be applied before exposure, if someone dons a breath mask after realising he has breathed in a poison, it will prevent further exposure, but he will still be required to make his saving throws against the poison's initial and secondary effects and will receive no bonus to the roll from the breathmask. An hour after its removal from the sealed jar, the breathmask's alchemical efficacy will wear off, and it will drop from the wearer's face, leaving behind a sticky residue that must be scrubbed away with soap and hot water.

Breathmask (5 Masks): 40 gp; 1 lb. per jar

Burnstrip

A burnstrip is actually made up of two separate strips of material, one white and one black. Both are treated with a weak adhesive, but are otherwise inert until brought into contact with one another. Activating a burnstrip is a simple process of placing one strip on a surface, then carefully placing the other strip on top of the first, starting the alchemical reaction. For one round, there is no apparent change. In the second round after the two strips are brought into contact, they begin to heat up dramatically, reaching the temperature of a burning torch. In the third round, the strip has become hot enough to melt and fuse steel. By the fourth round, the strip has burned itself completely out. Burnstrips were originally created as a tool for rogues, allowing them to evade pursuit by literally welding doors shut behind them. In the many years since, however, they have been used for everything from an instrument of torture (a discovery that very nearly made Tathiela stop producing burnstrips) to a last-ditch but sure-fire means of starting a fire under nearly any circumstances.

Using a burnstrip in combat is very nearly impossible, given the way in which the alchemical strips are activated. However, the burnstrip can be applied to a helpless foe as easily as it can be applied to any other surface. If a burnstrip is placed on a person, it will do no damage the first round as it begins to heat. During the second round, it will deal 1d6 point of fire damage. During the third round, it will deal 4d6 points of fire damage before burning out.

The white and black strips of alchemical substance that make up the burnstrip are both extremely flexible, allowing them to be easily hidden in the hem of a garment, or even wrapped around an arm or a thigh. Burnstrips are sold in a two-chambered leather container, which keeps the white and black strips together but separate.

Burnstrip: 50 gp; 1 lb.

Dullmetal

Dullmetal is a dark grey, waxy substance that is usually sold in cakes about four or five inches across. It comes wrapped in cheesecloth, not to protect the dullmetal cake, but to keep it from getting on everything around it. Dullmetal is used by rubbing it on metal, like a wax or metal polish. However, instead of polishing metal and bringing out its natural shine, dullmetal imparts its dark grey colour to the metal, making it look old, worn and unpolished.

Dullmetal was originally intended as an aid to rogues, allowing them to wear metal armour

and hide in shadows without the fear of an unexpected glint of shiny steel giving away their position. However, it was soon discovered to have another, unanticipated quality, which has since become the dominant reason for its use. Metal treated with dullmetal is effectively coated with a thin layer of the alchemical stuff, protecting it from rust and decay. An effective treating of dullmetal even renders metal objects immune to the terrible touch of the rust monster. The coating left by dullmetal lasts for about a week of normal wear, though the discolouration remains for a full month. A cake of dullmetal is enough to treat two suits of full plate, or an equivalent amount of metal.

Dullmetal (one cake): 45 gp; 1 lb.

Freshpaste

This brownish paste is designed to be smeared over food, though it works just as well for any perishable object. A few minutes after application, the paste hardens into a tough, rubbery substance that must be removed with a blade. Freshpaste keeps whatever is sealed inside of it from rotting or decomposing, and is used primarily to keep rations fresh and flavourful on the trail, or to keep meat and produce from going bad on its way to market. An item treated with freshpaste remains fresh and edible for up to one month after application. One ounce of freshpaste is sufficient to preserve a single day's worth of food.

Freshpaste may be used as a substitute for the *gentle repose* spell, but it will require a great deal of freshpaste to cover a Medium-sized creature.

Freshpaste: 4 gp per ounce

Hirsute Balm

Whether the hands of time or an errant fireball have claimed an adventurer's locks, this balm is just the thing to restore that lost hair. Applying a single dose of hirsute balm to the scalp (or any other area that grows hair), will cause the hair in that location to grow an inch over the course of the next 24 hours. Additional applications will cause further growth, but hirsute balm cannot cause hair to grow more than one inch each day. This balm has no effect on areas of the body that do not grow hair (for example, it is impossible to create a hairy elf by rolling him in hirsute balm).

Hirsute Balm (1 oz. phial): 10 gp

Ink, Burning

Burning ink seems like normal, completely mundane ink. In fact, unless it is exposed to a separate alchemical substance, it will forever remain indistinguishable from normal ink in every way, from its colour to its texture to its longevity. The separate substance is a black alchemical powder which, when sprinkled on the burning ink, causes it to immediately become unstable and burst into flame. The ink, when it combusts, will set fire to the paper holding it, but the fire is not hot enough to combust other materials upon which the ink might be written, such as wood or stone. A character holding the message when the burning ink combusts will take one hit point of damage from the flames.

Burning ink was created several centuries ago by an alchemist in the employ of a minor noble, Baron Gustave d'Flerge, whose position as a noble was secondary to his position as his sovereign's spymaster. Baron Gustave was always concerned about the possibility of his missives falling into the wrong hands, and tasked his alchemist with the creation of an alchemical ink which would allow his operatives to easily destroy any messages he sent them. The alchemist, Navath Jeulle, created several inks for the use of his employer, the first of which was burning ink. However, after an unfortunate incident in which one of Baron Gustave's spies wrote a message for another spy on a piece of wood, and the other spy's use of the black powder to ignite the burning ink left the message permanently branded on the piece of wood, Navath was forced back to the drawing board. However, as long as the burning ink is only used on paper or other easily combustible materials, it remains an excellent means of passing and destroying messages.

Ink, Burning (1 oz. phial and 1 oz. package of powder): 5 gp

Ink, Changing

Changing ink requires two separate alchemical powders, in addition to the ink itself, to work as it is intended to. Taken by itself, changing ink seems like normal, completely mundane ink. Without exposure to the two powders, it will forever remain indistinguishable from normal ink in every way, from its colour to its texture to its longevity. To use changing ink as it is intended, the user writes out a message on a piece of paper, exactly as that message is intended to be read. He then sprinkles a small amount of one of the powders over the piece of paper. The powder reacts with the ink, causing the message to change into pure gibberish, indecipherable to any reader. When the second powder is applied, the ink returns to its original position, revealing the message as it was intended.

Changing ink was the second creation of Navath Jeulle, the alchemist of Baron Gustave d'Flerge. The baron considered it to be a greater success than burning ink, but was concerned over the difficulty of making sure the second powder, that caused the message to be revealed, did not fall into the wrong hands. Thus, Navath was sent back to work to create yet another new alchemical ink. Changing ink is commonly sold as a small set, including a one-ounce phial of the ink, as well as one-ounce packets of both necessary powders. The various drawbacks of changing ink make it one of Tathiela's least popular products, but her love for writing and the written word, as well as her passion for the history of alchemy, induce her to keep it in her shop.

Ink, Changing (1 oz. phial and 1 oz. package of both powders): 12 gp

Ink, Darkvision

This is likely the least popular of the inks Tathiela offers for sale, simply because most of her clients are born without the ability to use it, as is she. The alchemical composition of darkvision ink is such that it is completely invisible, unless the person looking at it happens to have darkvision. To an individual with darkvision, the words fairly pop off the page, appearing to blaze in absolute contrast to the paper or other surface upon which they are written. Unlike most inks, it does not matter what colour the paper or other writing surface is, as the words will always stand out in stark contrast.

Tathiela does not know the history of darkvision ink, or anything of the story of its creation, only that the alchemical formula for its creation has been in her family for generations. Her assumption, logically enough, is that it was created by a race of the Underdeep, but whether that race was dwarf, drow or something else entirely she does not know. She does have a few dwarves who purchase the ink from time to time, but they also profess ignorance regarding the ink's origins. She will not sell darkvision ink to any elf that asks for it, unless she knows that elf personally, as she is concerned the would-be buyer might be a dark elf in disguise.

Ink, Darkvision (1 oz. phial): 10 gp

Ink, Flaming

Flaming ink is at once exactly what it sounds like it is and nothing like what most people expect it to be. It was created some four centuries ago by a man named Antole Imre, a bard with a deep understanding of alchemy and a notorious penchant for the dramatic. So consuming was his proclivity for drama that, after he created and began using flaming ink, everyone who knew him personally or through reputation could only wonder why they had not predicted he would create something like this.

Flaming ink does not actually flame, nor does it give off heat of any kind. Rather, this odd alchemically-concocted ink merely appears to flame. It is red and orange in colour, and the two shades merge and separate themselves, even after the ink is applied to the page. Moreover, the ink seems to shift and flicker back and forth on the page, looking very much like each letter or symbol inscribed there is

indeed written in flame. The ink even gives off a faint glow, though it is not enough to provide any illumination whatsoever. The glow is roughly akin to that of a dying coal, and even in pitch blackness, would only serve to point out the location of the ink, without illuminating anything around it.

Antole adored his creation, and used flaming ink exclusively throughout the rest of his life. Though many people consider it useless, Tathiela keeps it in stock, both because of its uniqueness and ingenuity, and because she sells more of it than almost any other ink she stocks. Given her interest in the history of alchemy, she has even collected some of Antole's old papers, written in flaming ink, still looking as much like they are composed of little letters of fire as they did when he wrote them. She has several framed in her shop, both to show off the longevity of the ink, and because an ancient shopping list written in flaming letters appeals to her sense of the absurd.

Ink, Flaming (1 oz. phial): 5 gp

Ink, Invisible

For an untold number of years, the very existence of invisible ink was a secret carefully kept by the sages, scholars and loremasters of the immense Library of Truth's Flame, one of the greatest depositories of knowledge and learning in the world's history. The library was destroyed, burned to the ground by a conquering army, and the secret of crafting this ink was one of the few bits of knowledge that escaped the destruction. A young apprentice, having escaped with nothing more than the clothes on his back, sold the secret of making invisible ink when he had no other option to turn to in order to keep body and soul together. He was robbed and murdered several days later.

Invisible ink is not exactly what it sounds like, though it is very close. So long as the ink remains in a stoppered jar or phial, it looks like any normal black ink. However, after half an hour of continuous exposure to air, it becomes completely transparent, utterly invisible to the naked eye. As the ink is not magically invisible, it cannot even be seen with a *see invisibility* spell, though *true seeing* will certainly reveal it. Once the ink has become invisible, it will forever remain that way, unless the page upon which it is written is dusted with a specially-prepared alchemical powder.

As the means of revealing a page written in invisible ink has become well-known in the years since the starving apprentice sold the secrets of making the ink, those who continue to make use of invisible ink usually take extra precautions. The most common of these is to conceal the pages of invisible ink within a sheaf of truly blank pages.

Ink, Invisible (1 oz. phial and one packet of revealing powder): 20 gp

Ink, Magnetic

Magnetic ink is the invention of Tathiela herself, and is one of her most recent additions to her shop. As the true value of this ink lies in how completely unknown it is, she will only speak of it or sell it to her most loyal and longstanding customers.

Tathiela got the idea for this ink while thinking about the problems inherent in invisible ink. Specifically, she was considering the problem of how well-known the means of revealing words written in invisible ink is becoming. After several months of selling far more powder to reveal invisible ink than she sold of the ink itself, she set her mind to working on the problem, and magnetic ink was the result. Magnetic ink appears normal in all respects, but it is actually a form of invisible ink that has been alchemically altered even further.

Magnetic ink performs much like invisible ink, in that after half an hour of continuous exposure to air it becomes invisible. As the ink is not magically invisible, it cannot even be seen with a *see invisibility* spell, though *true seeing* will certainly reveal it. Once the ink has become invisible, it will forever remain that way, as magnetic ink does not react to the revealing powder used for ordinary invisible ink. Rather, it has a very faint magnetic charge, too faint

to be noticed under normal circumstances. However, if the magnetic ink is dusted with extremely fine shavings of iron or steel (or any other ferrous metal), the magnetic charge in the ink is enough to attract those shavings to it. The shavings cluster atop the otherwise invisible letters, spelling out the message contained there. The magnetic charge of the ink is so faint that after one minute (ten rounds) of holding the shavings in place, the charge is forever exhausted, rendering the message permanently invisible.

Ink, Magnetic (1 oz. phial): 30 gp

Ink, Mirror

Mirror ink is another one of the inventions of Navath Jeulle, the alchemist of Baron Gustave d'Flerge. So elegant in its simplicity, it served the baron's spies and agents well for several years, until the secret to deciphering messages written in mirror ink at last got out. Once it was discovered that the secret was no longer secret, Navath was sent back to his workshop to create a new ink for the baron's use.

Like all of Navath's inks, mirror ink appears to be perfectly normal black ink. However, it has been alchemically altered to make any message written in it utterly unintelligible. Even as the writer's pen traces the words (or whatever else is to be written), the letters shift and transform into gibberish. This effect is mildly disconcerting to the writer, who must succeed on an Intelligence ability check (DC 10) to write the message out as he intends it to read. There is no powder or alchemical substance that causes the words written in mirror ink to become legible. The only way to read what is written is to hold the message up to a mirror. The reflection of the message in the mirror is perfectly legible.

Tathiela stocks this ink primarily out of a sense of nostalgia, but lately has noticed an increase in her sales of the stuff. Her best guess is that, although mirror ink was once next to worthless when its secret became widely known, enough years have gone by that it is not nearly so well-known as it once was.

Ink, Mirror (1 oz. phial): 10 gp

Ink, Poisonous

Mixing poison with ink is a dark tradition with a long history, but once which never saw tremendous success, as the ink would dilute the poison's efficacy. This problem was solved about a century ago by an alchemist in the employ of the society of assassins known as the Black Noose. Poisonous ink is exactly that, an ink that has been alchemically altered to make it a deadly contact poison. It retains the same colour and consistency one would expect of a quality ink, however, and is all but impossible to discern from perfectly innocuous inks.

Poisonous ink has an initial damage and secondary damage of 2d6 Constitution, each of which can be resisted with a successful Fortitude saving throw (DC 18).

Ink, Poisonous (1 oz. phial): 800 gp

Ink, Vampiric

Despite its ominous name, vampiric ink shares only one trait with the foul undead – it too cannot stand the light of the sun. This was the last of the inks created by Navath Jeulle, the alchemist of Baron Gustave d'Flerge, but like all the others was never quite as good as the baron would have liked. Navath died shortly after its creation, labouring in his laboratory to create something new that might, finally, satisfy his employer. As with Navath's other inks, vampiric ink appears to be normal and unremarkable black ink.

Vampiric ink is based on Navath's earlier creation, burning ink. Unlike burning ink, however, vampiric ink is invisible until triggered. It does not require an alchemical powder or a mirror to trigger it, however. Simple exposure to direct sunlight is all that is required to make vampiric ink appear. Immediately upon exposure to direct sunlight, the hidden words spring into visibility, glowing brightly. However, they do not last long, as two rounds after the ink is exposed, it bursts into flame, destroying the message. The fire of

Ink, Burning

Breathmask

Burnstrip

Dullmetal

Ink, Poisonous

Ink, Changing

Ink, Darkvision

Ink, Magnetic

Ink, Vampiric

Ink, Flaming

Magnetic Dust

Waiting Flame

Week Glue

Hirsute Balm

Purging Draught

Shaving Cream

Whitepaste

vampiric ink burns hotter than normal burning ink, and will either destroy or badly char any flammable substance the words happen to be written on. For example, a sheet of paper will be destroyed, while a wooden plank would be badly charred. In the case of the latter, the charring is too extensive to retain any sign of the message. Anyone holding an item written in vampiric ink when the ink ignites will take 1d4 points of damage from the sudden fire.

Vampiric ink is only triggered by direct exposure to sunlight. A piece of paper bearing a message written in vampiric ink could be folded in half to protect the message from the sun.

Ink, Vampiric (1 oz. phial): 40 gp

Magnetic Dust

Inspired by her success with the creation of magnetic ink, Tathiela put her mind to what other magnetic and alchemical combinations she might be able to create. Magnetic dust is the result of those efforts. Magnetic dust is sold in fist-sized glass and ceramic phials, and is intended to be used as a ranged weapon, much like alchemist's fire or bottled lightning. Unlike those two items, however, magnetic dust causes no damage, but is nonetheless a potentially devastating attack.

Magnetic dust is completely inert so long as it in kept in its sealed phial, exhibiting no trace of the powerful magnetic charge it holds. Once exposed to air, however, the magnetic dust becomes fully active, generating an intensely powerful magnetic field. This will have little to no effect on some individuals, dependent upon how they are equipped, but against a heavily armoured foe the effect of magnetic dust is devastating. When a phial of magnetic dust breaks, it bursts into a cloud about five feet in diameter. The dust immediately rockets toward the nearest concentration of metal, adhering to the surface of that metal and temporarily magnetising it. The magnetic pull of the newly-magnetised item is immense (equal to Strength 20), but only extended outward from the item in a five-foot radius. The magnetic charge of the dust is burned out after only one round, at which time it falls harmlessly to the ground.

The effect of magnetic dust is entirely dependent upon the equipment of the individual exposed to it. A target carrying no metal besides a dagger with be all but unaffected, though the dagger itself will become magnetic for a full round, with potential consequences should the target bring the dagger within five feet of another metallic object, which would cause the dagger to pull toward that object with a force equal to Strength 20. An individual wielding a sword and wearing a steel breastplate, however, would find his sword and breastplate attracted to one another, causing his sword to stick fast to his breastplate and rendering him unable to use the sword in combat, rendering him effectively unarmed (unless he has another, nonmetallic weapon or the Improved Unarmed Strike feat, or something similar). Even if the individual is able to wrest his sword away from his breastplate, a feat which requires a Strength ability check (DC 20), it will continue pulling toward the breastplate as long as the magnetic dust is in effect, rendering the blade useless as a weapon. A character wearing a full suit of metal armour (such as scale mail, chain mail, splint mail, banded mail, half plate or full plate) suffers the worst effects of magnetic dust. The dust causes the various parts of his armour, as well as any other metallic gear he carries, to become immediately attracted to each other. This not only renders his weapons useless, but effectively binds the character and holds him immobile for the duration of the magnetic dust's effect. In this case, the character is treated as helpless, though he can still take actions which do not require movement, such as casting a spell with only verbal components. If the helpless character succeeds with a Strength ability check (DC 20), he is able to resist the magnetism well enough to move slightly, though he still cannot take any actions which require movement. In this state, the character is treated as if he were stunned.

Tathiela has received many requests from her customers to create an improved version of magnetic dust, one that retains its charge for longer than one round, but all her attempts to

do so have thus far met with failure. Tandos Ravenfoot of The Beast Within is particularly keen to see an improved magnetic dust, and very nearly salivates at the thought of how many magnetic bombs he would be able to sell.

Magnetic Dust: 200 gp; 4 lb.

Poison Smear

This jellied substance is designed to be mixed with poison and smeared onto a blade. It forms a thin, tacky film on the blade that serves two purposes that are quite useful for those who commonly use poison. First, it conceals the shine of the blade, preventing it from reflecting light and betraying its wielder's position, as a simple naked blade often can. Second, though poison will often wipe from a blade after one or two strokes, the tarry nature of poison smear keep the blade envenomed for longer. A blade treated with poison smear will retain the poison for 1d6+1 attacks before enough of the poison is wiped off for it to become ineffective. For this purpose, misses and hits are both counted against the poison smear's longevity. One jar of poison smear is enough to treat a Medium-sized weapon, such as a longsword.

Poison Smear: 75 gp per jar

Purging Draught

This vile, unwholesome-looking liquid was created by Tathiela for Maricus Leorn, an adventuring friend who intended to mount an expedition into an ill-famed swamp in search of a lost tomb. The abilities of her friend and his companions ensured they were well-prepared to deal with enemies that attacked with spell or sword. The greatest concern were the tiny creatures of the swamp, beings that would squirm or burrow inside the body or attach themselves to the skin. To prevent the expedition from falling prey to such creatures, Tathiela brewed the first batch of purging draught. Gagging down this foul-tasting concoction is one of the surest ways to rid oneself of parasites, as the alchemical mixture will kill every parasite in the drinker's body in 1d10 rounds. Unfortunately, this is not without a side effect. The virulence of purging draught also acts as a mild poison, with an initial damage of one point of Constitution and a secondary damage of 1d3 Constitution. These effects can be resisted with a successful Fortitude saving throw (DC 15).

Purging draught is not effective against microscopic creatures, and thus has no effect on disease. It does not heal damage already dealt, it only slays the parasites that might be causing damage. A character who drinks a purging draught renders his body uninhabitable to parasites of all kinds for one full day.

Maricus Leorn, Tathiela's friend, has often proclaimed that he and his comrades would not have survived the tiny but terrible dangers of the swamplands if not for this creation. Considering the fame Maricus earned for his successful expedition, Tathiela's sales of purging draught have been impressive ever since.

Purging Draught: 50 gp; 1 lb.

Receiving Paper

Receiving paper is simple paper that has been alchemically altered. It looks like normal paper, though there is a slight feeling of stickiness when the paper is touched. The altered properties of receiving paper allow it to pick up an image of any ink it is placed against. For example, placing a sheet of receiving paper atop a royal proclamation would immediately create a copy of the proclamation on the receiving paper. The original of whatever is copied remains intact, and it is impossible to tell (without the use of magic) that it was ever copied. The copy made by the receiving paper is a reversed image of the original (meaning that the letters are all backward and the text runs in the opposite direction), and therefore the image from the receiving paper is often recopied by hand, or at least read with a mirror. As the copy on the receiving paper was made with alchemy, not ink, it is impossible to use a second sheet of receiving paper to 'un-reverse' the image. Because of small imperfections in the copy, it is impossible to learn a spell copied onto a piece of receiving paper.

Receiving Paper: 10 gp per sheet

Ropestaff

The ropestaff was originally created by Tathiela's great grandmother. According to family tradition, its creation was actually an accident, a wholly-unexpected side effect of her research into creating an entirely different item – though Tathiela has no idea what that item was to have been. Regardless, ropestaff has been a mainstay of The Alchemist's Pestle's inventory for the last four generations.

Ropestaff appears to be completely normal rope, though it does have an unadorned brass cap at each end. The rope can be coiled, tied into knots or hung from a tree. If the brass cap at one end is twisted two full turns, however, the rope springs into a perfectly straight, rigid staff, with the same hardness and hit points as steel. The only exception to this is that the rope cannot untie itself; if it has a knot in it, the rope will retain its original shape, though it will still become rigid. The ropestaff becomes flexible again when the brass cap at the opposite end is twisted two full rotations.

Ropestaff is sold in six-foot lengths, which is how it came by its name, as when rigid, the ropestaff is perfectly serviceable as a quarterstaff. Attempts to make a longer ropestaff have met with failure, as the alchemical processes that power a ropestaff are limited.

Ropestaffs can be (and often are) used in place of regular ropes or manacles to bind a prisoner, though care must be taken to ensure the prisoner cannot reach the brass cap that will make the ropestaff limber again. When used to bind a prisoner, then made rigid, the ropestaff is treated as having the exact same characteristics as a normal set of manacles, though the bonds of a ropestaff cannot be undone by a *knock* spell.

Ropestaff: 125 gp; 1 lb.

Shaving Cream

Unlike normal shaving cream, this alchemical creation does its work without a blade. It is rubbed on, then wiped off a moment later, leaving hairless skin behind. It will work on any hair or fur on the body. Shaving cream does little to impede normal hair growth, which resumes two days after shaving cream is applied. Tathiela developed this product for a friend of hers, a female wizard named Isolde Haclava. Isolde was, until her unfortunate death, a very attractive and extremely vain woman with a penchant for wanton experimentation with strange and unusual magical items, one of which rewarded her with a beard that would have been the pride of any dwarf, but which did not please Isolde in the least. By applying the shaving cream every other day, Isolde was able to keep this curse a secret until her death. However, as the cursed hair growth continued even after death, her secret was revealed to the surprise of all after her body was allowed to lie in state for several days.

It takes approximately ten ounces of shaving cream to treat the entire body of an average size human.

Shaving Cream: 15 gp per ounce

Skinseal

Sold in small glass jars, skinseal is a translucent, gummy liquid with a faint grey colour. When applied to the skin, it forms into a clear covering with all the elasticity and flexibility of skin. Skinseal is spread so thinly on the skin that it is absolutely invisible once it is applied. Skinseal provides no bonuses whatsoever to armour class or saving throws, nor does it impart any sort of resistance or damage reduction to the user. In fact, skinseal serves only one purpose, though it does that very well. The coating skinseal forms on the skin is absolutely impermeable by any kind of disease or poison. Obviously, skinseal is only effective against contact poisons, as all other kinds (ingested, inhaled, injury) bypass the skin in some way.

Skinseal was initially created by a man named Ferthis Trakan, a friend of Tathiela's mother and an acclaimed physician who spent much of his

life working with the sick, attempting to find new methods of treating some of the world's most deadly diseases. Far less well known than his efforts to help the sick were his efforts to understand the full extent of the effects disease had on the human body, a goal that led him to perform hundreds, even thousands, of autopsies. Rightly concerned about placing his hands into the body of a person who had perished from some ghastly plague, Ferthis created skinseal to protect himself.

Though skinseal was created by someone whose profession was to save lives, it has recently become popular amongst people whose business is to take lives. Though Tathiela is not yet aware of this, a number of female assassins have begun to purchase skinseal for use in their trade. They apply the skinseal to their lips, then apply a coating of contact poison over the skinseal, protecting themselves but delivering a potent dose of poison to anyone on whom they bestow a kiss.

A jar of skinseal is enough to completely cover one hand of a Medium-sized creature. Skinseal lasts only one hour before the thin coating it creates peels away from the skin, and this short duration is the only thing that keeps hundreds of adventurers from literally coating themselves with skinseal from head to toe.

Skinseal (one jar): 40 gp; 1 lb.

Skin Toner

The alchemical compound is sold in various colours, from pure white to jet black, and takes the form of a thin paste. When rubbed on the skin, it changes the colour of the skin to match that of the paste. The actual colour of the user's skin has no impact on the function of the paste. The new colour will last for 1d4+1 days, after which the paste begins to wear off. For the next 1d2 days, the user's skin will appear as a mottled patchwork of the paste colour and the natural skin colour as the paste loses its effect. Use of skin toner paste grants the wearer a +5 circumstance bonus to Disguise skill checks while the paste is in effect. After the paste begins to wear off, the Disguise bonus remains, but the user now has a –5 circumstance penalty to Diplomacy skill checks, as his skin appears to have some terrible disease. It takes approximately ten ounces of skin toner (two jars) to treat the entire body of an average size human.

Skin Toner: 50 gp per jar

Slowburn

Slowburn is a clear and odourless alchemical liquid that can be spread on wood, coal or any other combustible substance. It can also be mixed with oil. Anything treated with slowburn will burn for twice as long as normal, therefore, a torch treated with slowburn will burn for two hours instead of one hour. However, this benefit is not without its drawbacks. Slowburn works by cutting the rate of combustion in half, which also halves the amount of heat produced by the fire, as well as the amount of light produced. A torch treated with slowburn will burn for twice as long, but it will only provide enough light to illuminate a ten-foot radius. Treating a torch or a pint of oil will require approximately one ounce of slowburn to achieve the desired result. Slowburn is often carried not only by adventurers seeking to prolong their light sources in the darkness of the dungeon, but also by travellers journeying through an area where firewood might be scarce.

Mixing slowburn with alchemist's fire is unwise, as the alchemical properties of the two are incompatible. They will render each other inert on contact.

Slowburn: 1 gp per ounce

Starstone

Smaller and longer-lasting that a sunrod, though not quite as bright, the starstone is one of Tathiela d'Rulln's most famous recent creations. A starstone is a rock, about half the size of a man's fist, which seems at first glance to be a chunk of solid gold. Though it shares the same colour as gold, the resemblance ends there. A starstone is much lighter than the precious metal it resembles, weighing even less than an average

rock of its size. The most important element of a starstone, of course, is not its appearance, but its function. When exposed to flame, the latent alchemy of the starstone is activated, causing it to burst forth with a bright, clear light. The starstone provides full illumination out to 20 feet, and shadowy illumination for an additional 20 feet beyond that. The starstone will give off a steady light for a full 72 hours before it exhausts its alchemical fuel and crumbles into dust.

Tathiela is exceptionally proud of the starstone, and will usually urge her customers away from sunrods to purchase this favoured creation of hers. However, the item has not yet managed to supplant the popularity of the traditional sunrod, and perhaps never will. Though its long duration is commendable, the reduced brightness of its light, coupled with its greater cost, may well doom the starstone to remain forever in the shadow of the sunrod.

Starstone: 15 gp; 1 lb.

Waiting Flame

Waiting flame is a thick, glue-like substance that combusts if subjected to a sharp impact. It can be smeared on the end of a stick to create a makeshift torch, on a weapon to create a poor version of a magical flaming blade or on a floor to discourage pursuers. Once removed from its container, waiting flame denatures into an inert substance after about five minutes. The flame can be activated with any sharp blow (for example, tapping the makeshift torch on a stone floor or wall, or the impact of a running footstep). Once activated, it will burn at about the same intensity of heat and light as a torch for one full minute, after which time the fire will have consumed the compound that created it. If it is on a combustible material, such as wood, it will set the wood itself alight during that one minute. One pot of waiting flame contains enough of the substance to cover a five foot by five foot section of floor, or to create about 20 torches.

Waiting Flame: 75 gp; 1 lb. per pot

Waterclear

Waterclear is another item Tathiela created for her friend Maricus Leorn before he set off on his expedition into the swamplands in search of a long-forgotten tomb, and along with purging draught, Maricus has often credited waterclear with preserving his life in that terrible place.

Waterclear is a simple enough invention, one of those creations that seem obvious after the fact. When she reflected on the fact that her friend Maricus and his companions would be venturing into a fetid place without a reliable source of fresh water, beyond what they brought and what magic could conjure, Tathiela determined to find a way to ensure that they would not be undone by a drink of poisonous swamp water.

Waterclear is a crystal-clear liquid sold in an equally clear glass phial. Adding one drop of waterclear to a gallon of contaminated, poisoned or stagnant water will render it safe for drinking (though it will do nothing to change the taste of the water), essentially mimicking the effects of the *purify food and drink* spell, save that waterclear has no effect on food, nor does it have any effect on unholy water or similar food or drink of significance.

A phial of waterclear contains enough of the alchemical solution to treat 20 gallons of contaminated water.

Waterclear: 40 gp; 1 lb.

Week Glue

Tathiela is seriously considering renaming this particular product, as far too many customers assume that by ‘week’ she actually means ‘weak’. Actually, nothing could be further from the truth.

She developed week glue in response to a request from Tandos Ravenfoot, the owner of The Beast Within, who desired a strong but temporary glue to use with the claw blades sold in his shop. It took her nearly two years of experimentation, but Tathiela finally created

a product that surpassed her expectations. Week glue is a thick, bluish-coloured liquid that comes in small ceramic containers holding about a pint of the substance. When applied to a surface, week glue begins drying quickly, and is completely set after only four rounds. Once set, the glue is nearly unbreakable, possessing a tensile strength equal to steel. However, it is also unstable, and begins to slowly break down from the moment it is set. The glue's strong bond will endure for a single week, until it denatures completely and crumbles into a fine powder. The end of the glue's effectiveness is sudden and dramatic, as it goes from full strength to worthless powder in less than a single minute.

The incredibly strong bond of week glue inspired Tandos, who sought to use it in the creation of yet another bomb, but the glue's unstable nature also renders it vulnerable to heat. Any heat equal to or exceeding that of a torch will render the glue useless upon contact. As Tandos' various bombs produce an incredible amount of heat, he was forced to abandon the idea, though he has been urging Tathiela to create a new version of the glue that is immune to flame. For her part, Tathiela believes she has better things to do with her time than to help Tandos create another bomb.

Week Glue (one jar): 90 gp; 3 lb.

Whitepaste

This bluish-white, ever cold pasty substance is used to treat burns, blisters and other wounds caused by extreme heat. A package of whitepaste appears as a leather pouch with a small iron stopper.

Whitepaste was invented by an anonymous human physician, who used alchemy and arcane sciences to support his medical activities. The formula of whitepaste includes alchemical reagents allowing it to be always cool to the touch, regardless of ambient temperature; this, together with the medicinal herbs thrown into the mix, gives whitepaste the quality of healing most normal fire damage.

A single application of whitepaste over a wound caused by fire or heat automatically doubles the rate at which the wound heals, requiring no Heal check. If whitepaste is used in conjunction with a successful Heal check, the natural healing rate is quadrupled. Whitepaste is only effective on wounds caused by fire; therefore, if whitepaste is applied to a patient that has suffered ten points of slashing damage and 20 points of fire damage, only 20 of the character's 30 missing hit points are regained at twice the normal rate.

Whitepaste is intended for skin application only; if ingested, whitepaste freezes the throat, requiring the imbiber to succeed at a Fortitude save or suffer 1d4 points of Constitution damage and one point of Charisma damage due to the freezing effect on his throat and voice. This ability damage is temporary.

A single package of whitepaste can be used for ten applications.

Whitepaste (package): 450 gp; 0 lb.

Beauty and Truth: Fine Arts Emporium

You descend a few steps from the street, making your way down a half dozen stone stairs, cracked and worn smooth from use. The small sign, hanging crookedly by the door, leaves no doubt this is the place you sought, but the name of the shop seems rather pointedly at odds with the shop's appearance. Nonetheless, having come this far, you go ahead and open the old door, hearing the hinges squeak as it swings inward. A booming voice rings out suddenly, welcoming you to the shop.

'Hail then, and welcome! If you've come seeking knowledge, my friend, you've found paradise. If you've come for beauty to eye or ear, listen and behold. If you've come for something else, well, perhaps we can help you there as well. You've a look about your bearing that puts me in mind of Aerthus the Swift, something about your stance, the set of your jaw, that... How's that? You don't recognise the name? Well, my friend, let's change that, shall we? Ainsel! Fetch my friend The Travels of Aerthus the Swift. Now, there are a few things about the famed traveller you might not find even in this book. Have a seat, have a cup, and prepare to listen. And remember, of all the many things mightier than magic, only love stands above knowledge.'

Smelling of dust, old paper and varnished wood, Beauty and Truth seems at first glance more like chaos and confusion. The shop itself is a few steps down from street level, lit by a combination of sunlight through the dirty windows and an array of smoking oil lamps of every description. What may have once been orderly ranks of shelves and cases now lean crazily against each other, against the walls or against a judiciously-placed piece of statuary, overflowing with an apparently orderless collection of books and scrolls. The walls and ceiling are festooned with paintings, and dozens of musical instruments of every conceivable make dangle by wires from the rafters.

The owner and proprietor of Beauty and Truth, Seamus Borune, seems a lot like his shop. A large man sporting a moustache which seems very nearly as large as he, Seamus has the look of someone who has never missed a meal. He dresses in common clothing, most of which is old, faded and mended, spotted with stains from long-forgotten suppers. Like a regular customer at a favourite tavern, Seamus presides over the perpetual chaos of his shop with a loud voice and a boisterous laugh. In the edges of his voice, however, one can still hear the stirring timbre than made Seamus one of the most celebrated bards of the region, when he travelled the countryside as a minstrel and adventurer, performing for kings and commoners. He still speaks as though he is always performing, his words injecting drama into the banal and mystery into the mundane.

It was some 15 years ago that Seamus quit the adventuring and travelling life for good, when he discovered a baby girl hidden in the smoking ruins of a town destroyed by a band of orc raiders. He adopted the girl, named her Ainsel, and has raised her as his own. As the money he had saved from his adventuring days began to run low, he founded Beauty and Truth, a store designed to serve every need of a bard, or of anyone interested in the pursuit of knowledge.

Now on the cusp of adulthood, Ainsel has grown into a striking beauty, with pale blue eyes and hair like gold. Recently, Seamus has noted an increase in business from young men of the city, and is hardly foolish enough to think it is for any reason other than his daughter. This makes him nervous not only in the way it makes any father nervous, but also because Ainsel is the only person in the world who knows how to find every item Seamus has in his shop.

Art

Seamus has always considered himself a patron of the arts, not merely of song and poetry, but also of art made with paint and clay. Although the majority of his business is in books and musical instruments, he does a tidy side business in art supplies. Most of his wares are simple enough, but in addition to the jars of paint, tubs of clay and yards of canvas he sells, he has some more interesting and unusual items, many of which have been developed by various alchemists, assassins and rogues he has known throughout his long life.

Double Frame

A double frame is a broad wooden picture frame that holds two paintings, one hidden behind the other. A concealed catch on one side of the double frame allows the front half of the frame to swing open on a set of hidden hinges, revealing whatever is held in the back half of the frame. Double frames are commonly used to conceal maps or messages left for those who know to check the double frame. Finding the hidden catch to open a double frame requires a Search skill check (DC 25).

Double Frame, Small: 20 gp; 5 lb.
Double Frame, Medium: 50 gp; 12 lb.
Double Frame, Large: 125 gp; 25 lb.

Harmonic Paint

Developed three centuries ago by a noted bard, alchemist and artist by the name of Roland Demeir, harmonic paint is an odd, but occasionally very useful, tool. In its natural state, harmonic paint is a thin liquid that seems to swirl with a dozen different colours. When applied to a surface, however, it quickly takes on the colour of whatever surface it is painted onto, from the cold grey of stone to the textured brown of tree bark. It can even be applied to a multi-coloured background, such as a painting or tapestry, and the harmonic paint will change colours to match all the tones and textures of whatever it is covering. Once applied, harmonic paint is exceptionally difficult to differentiate from the item it is painted on (Search skill check DC 30 to find). However, harmonic paint does react to sound - or, more specifically, to music. When a certain musical note is played within one foot of the paint, and is maintained for at least five seconds, the harmonic paint will activate. Once activated, the paint shifts colours again, until it is in direct contrast to the surface it is painted on. When the music fades, the harmonic paint begins to return to the original colour, a process that takes about a minute. Harmonic paint is commonly used as a way to leave messages, which are in plain sight but effectively invisible unless one knows where the message is located and which note to play in order to activate the paint. Minute variations in the alchemical formula determine which note the paint reacts to.

Harmonic Paint: 25 gp per oz.

Hollow Frame

Available in a variety of sizes and styles, a hollow frame is a simple and enduringly popular idea. Though the frame itself is often painted, carved or gilded for aesthetic reasons, the basic design of every hollow frame is the same. It is a heavy wooden picture frame which comes in four pieces, each of which has a tube bored through the middle, along the length of each piece. The frame snaps together with a set of pegs, and may be taken apart to access whatever is hidden inside, then put back together again, with no outward sign that anything has changed. The cavities of a hidden frame are commonly used to conceal such things as keys, maps, scrolls, gems and jewellery, even small weapons like a knife. Though the frame will fool anyone passing by or making only a casual inspection, on a more thorough inspection it is possible to notice that something is odd about a hollow frame (Search check, DC 15). The DC of this check can be raised as high as 25 if a skilled woodcarver devotes at least a week of work to concealing the telltale signs of a hollow frame (a process that costs three times the base price of the frame). The prices given below assume the hollow frame is the most basic design. Additional carving or ornamentation cost an additional amount to be determined by the Games Master.

Hollow Frame, Small: 10 gp; 3 lb.
Hollow Frame, Medium: 25 gp; 5 lb.
Hollow Frame, Large: 60 gp; 10 lb.

Impermeable Canvas

Though Seamus considers himself an artist, the truth is that he should confine himself to the songs and stories he sings and tells so well. When he puts brush to canvas, the result is usually quite abominable. One painting of his, of which he was initially quite proud, was likened, in the words of a noted art collector 'something akin to what one would expect from a brain-addled kobold child, assuming said kobold child had no hands.' After a suitable length of time to recover from the sting of that insult, Seamus went back to work on his art, though the cost of ruining canvas after canvas began to slowly pile up. Enlisting the help of his friend Tathiela d'Rulln of The Alchemist's Pestle, Seamus eventually created the impermeable canvas, an item that would put an end to his mounting expense and waste of canvas. Impermeable canvas looks and feels like normal canvas, and is equally susceptible to damage of all kinds. It may be used as a surface for all manner of artistic mediums, from pain to charcoal to ink. However, it is intended as a practise medium, and cannot be permanently marked by anything applied to it. Though it is certainly possible to paint a masterpiece on impermeable canvas, the masterpiece, like anything else on its surface, may be wiped away with mere soap and water, leaving behind no sign whatsoever that it was ever there. Impermeable canvas is sold by the square foot.

Impermeable Canvas: 10 gp per square ft.

Malleable Statue

A malleable statue is crafted of alchemically-infused stone, rendering it as soft as clay. Though there is no visible change, the stone permanently assumed the consistency of clay, and may be molded and reshaped at will. A malleable statue is extremely difficult and expensive to produce, a process that takes at least one month and costs 1,000 gold pieces per ten pounds of stone.

Malleable statues are used for two purposes. First, they may be used in place of a trainer for the Craft (statue) skill. A character using a malleable statue may train his Craft (statue) skill up to 12 ranks by practicing with the statue. The malleable statue does grant the character any skill points, he must spend his own points on the skill, but the statue does effectively take the place of a trainer. The second use of a malleable statue is as an absolutely undetectable hiding place. An item may be placed inside the malleable statue, which is then sculpted into a new form. There is absolutely no evidence on the exterior of the malleable statue that anything is concealed inside of it. While it is easy enough to rip the statue apart to find out if something is hidden inside, covering up the act is all but impossible without both skill as a sculptor and a great deal of time. Many owners of malleable statues keep a *magic mouth* spell cast on the statue, just in case anyone decides to search inside it for hidden treasures.

Malleable Statue: 1,000 gp per 10 lb.

Poison Paint

Poison paint is not a poison in and of itself, but is rather an alchemical concoction designed to be mixed with contact poison. The mixture of paint and poison is then brushed onto a surface, waiting for its first victim. Poison paint serves three purposes, each of them very useful to the potential poisoner, whether the poison is intended to be used for assassination or as a trap to discourage thievery. First, poison paint greatly increases the longevity of any contact poison it is mixed with, allowing the poison to still be fully effective as much as a month after it is applied. Second, poison paint effectively takes on the properties of the poison, doubling the amount of area the poison could cover by itself. Lastly, poison paint is available in every colour imaginable, meaning it can be painted on virtually any surface and remain undetected. However, poison paint does remain tacky for a full ten days after it is applied, and the patch of wet paint can be noticed with a Spot Skill check (DC 20).

Poison Paint: 75 gp per oz.

Shifting Paint

Shifting paint is another alchemical creation of Roland Demeir, the famed artist and bard. It shares some properties with harmonic paint, but was not specifically designed to carry and convey a hidden message. Shifting paint is intended to be applied in layers, and comes in two varieties, one of which reacts to light while the other reacts to temperature. Using the light-reacting paint, an artist paints two separate scenes on the same canvas, one of which is visible when the painting is exposed to direct light, the other becoming visible when the painting is placed in shadow. Most often, it is used to create a day and a night scene of the same subject. Shifting paint that reacts to temperature, on the other hand, responds to the ambient temperature in the room and is often used to paint the same scene in different seasons of the year, showing the leaves on a tree change or snow piling up in the winter scene where wildflowers bloomed in the summer scene. Such changes can be forced by placing a source of heat or cold near the painting. Shifting paint is sometimes used to convey a hidden message, but it is far less secure than harmonic paint, which requires a specific musical note as its trigger to change. Those using shifting paint to carry a message will often make the message very subtle, such as an object appearing the background of the subject in one scene where it does not exist in the other scenes.

Shifting Paint (light-activated): 10 gp per oz.
Shifting Paint (temperature-activated): 15 gp per oz.

Slaying Paint

This is a vile amalgamation of the properties of harmonic paint and poison paint that would surely horrify Roland Demeir, the bard who invented harmonic paint. Unlike normal poison paint, however, slaying paint is made to be mixed with an inhaled poison. When applied to a surface, slaying paint functions exactly like harmonic paint, blending into the background and becoming almost impossible to detect. Also like harmonic paint, it is activated by playing a single note for five seconds in close proximity to the paint, but there the resemblance ends. When activated, slaying paint does not change colours or display a message, but rather, it releases the poison it holds into the air. A minute later, once the poison is expended, the slaying paint deactivates, leaving no sign of what happened.

Slaying Paint: 150 gp per oz.

Books

Among all things Seamus loves in this world, books outrank almost everything else. His shop is literally overflowing with them, its shelves bursting with an orderless collection of books of every manner and description. His books encompass subjects from history to manners to pure fiction, and Seamus is fond of them all. He sells very few blanks books, however, which is well and good as far as he is concerned. He has little love for such things, and has told many customers 'a blank book, like an empty plate, does no one any good.'

Eloquence for the Occasion

It is thought that this book began as a little more than a pamphlet, written from one courtier to another, containing information and advice on how to approach and speak to nobility. However, with the passing of the years, more and more information was added to the book. It is clearly the work of multiple authors, as the voice and writing style change dramatically from one chapter to the next. Moreover, it is clear that not all of these authors agreed with everything put forward by the others who had contributed to what eventually became *Eloquence for the Occasion*. Despite these flaws, however, *Eloquence for the Occasion* is an invaluable resource for anyone seeking to solve his problems with a sharp tongue instead of a sharp sword. It has been expanded dramatically from its suspected beginnings as a primer for how to speak to nobility, and now contains information on how to deal with people from a multitude of cultures and different walks of life, from kings to commoners. Anyone who studies *Eloquence for the Occasion* may use the information in the book to train his Diplomacy skill up to nine ranks. The book does not grant the reader any skill points, he must spend his own points if he wishes to increase his skill, but it does effectively take the place of a trainer.

Eloquence for the Occasion: 225 gp; 14 lb.

Exhaustive Codices of Hyldian Luches

Hyldian Luches was a sage who lived some 400 years ago. A wise man with an insatiable thirst for knowledge, he was famed for his thoroughness, unsatisfied until he had learned truly everything that was to learn about whatever subject he had chosen to study this time. His true passion, however, lay with the history and culture of the other races with which humans shared the world, with elves, dwarves, goblins, orcs and others. Throughout his long, magically-augmented life, Hyldian lived with and learned from literally dozens of races, gleaning all the knowledge he could from them about their societies, ways of life, religions and how they viewed history.

During and after each of his travels, he wrote a book, which he called a codex, faithfully transcribing all he had learned. He created a book for every race (or sub-race) he studied, thus there is a *Codex of Wood Elves,* a *Codex of Mountain Dwarves*, a *Codex of Goblins*, a *Codex of Hobgoblins*, and so forth. Though he long intended to create a series of codices on dragons, Hyldian died before he could compile his information on the draconic races.

Anyone reading one of the *Codices of Hyldian Luches* will gain a superior insight into the race detailed within its pages, granting that individual a permanent, non-magical +1 circumstance bonus to all communication skill checks applied to a member of that race. However, Hyldian, learned though he was, was an exceptionally dry and boring writer. Anyone attempting to read one of the mammoth Codices, a task which takes a month, must make a Will save (DC 15), or simply give up halfway through out of utter boredom. The bonus to skill checks applies only to the specific race or sub-race detailed in the Codex. Thus, a Player Character who has read the *Codex of Wood Elves* will receive no bonus when speaking to a high elf.

Hyldian's daughter, Kyriala, sought to resolve the issue of her father's terminally dull writing by reworking the Codices. She was successful, making the various Codices a far more interesting and engaging read. However, the editing she was required to do to make this possible removed enough information to deprive the reader of the +1 bonus to communication skill checks he would receive from Hyldian's original work.

The *Codices of Hyldian Luches* are enormous volumes, bound with wooden covers. Most Codices available today are of later printings, done with wood-cut plates. A few of the earlier editions, written by hand, are still in circulation, but are terribly expensive (approximately five times the price of the printed editions, when they are even available). Hand-written versions and printed versions are precisely the same in terms of the communications skill bonus they provide. The prices and weights given below are for the printed versions of the codices.

Dwarven Codices
Codex of Deep Dwarves: 900 gp; 22 lb.
Codex of Duergar: 1,100 gp; 20 lb.
Codex of Hill Dwarves: 850 gp; 21 lb.
Codex of Mountain Dwarves: 925 gp; 20 lb.

Elven Codices
Codex of Aquatic Elves: 800 gp; 23 lb.
Codex of Dark Elves: 1,300 gp; 18 lb. *
Codex of Grey Elves: 1,000 gp; 29 lb.
Codex of High Elves: 1,050 gp; 28 lb.
Codex of Wild Elves: 700 gp; 17 lb.
Codex of Wood Elves: 975 gp; 24 lb.

Giant Codices
Codex of Cloud Giants: 800 gp; 20 lb.
Codex of Fire Giants: 775 gp; 21 lb.
Codex of Frost Giants: 875 gp; 22 lb.
Codex of Hill Giants: 800 gp; 16 lb.
Codex of Stone Giants: 950 gp; 23 lb.
Codex of Storm Giants: 1,050 gp; 24 lb.

Gnomish Codices
Codex of Deep Gnomes: 800 gp; 18 lb.
Codex of Forest Gnomes: 600 gp; 17 lb.
Codex of Rock Gnomes: 750 gp; 19 lb.

Halfling Codices
Codex of Deep Halflings: 950 gp; 18 lb.
Codex of Lightfoot Halflings: 900 gp; 19 lb.
Codex of Tallfellows: 800 gp; 15 lb.

Humanoid Race Codices
Codex of Goblins: 800 gp; 14 lb.
Codex of Hobgoblins: 925 gp; 22 lb.
Codex of Orcs: 900 gp; 20 lb.
Codex of Kobolds: 550 gp; 12 lb.
Codex of Lizardfolk: 650 gp; 14 lb.
Codex of Ogres: 1,000 gp; 16 lb.

* Hyldian Luches ventured into the unknown depths of the Underdeep to finish his research on the dark elves and never returned. The *Codex of Dark Elves* is compiled from the information he left behind. Unfortunately, it is filled with mistaken conclusions and misperceptions about the drow. Anyone who studies it and attempts to apply its lessons to dealings with the dark elves will actually suffer a –1 penalty to all communication skill checks with a dark elf.

Footsteps Beneath

This thick tome was written by a high elf warrior and wizard named Feldefalas Arnion. The sole survivor of a drow attack on his village, Feldefalas devoted the remainder of his long life to hunting and killing the dark elves. He spent decades in the Underdeep, learning the ways of that alien world beneath

the surface, putting his hard-won knowledge to use in his eternal quest for vengeance against the drow. Eventually, he came to understand the Underdeep as well, or even better, as those who called the labyrinthine depths home. How many drow he slew in his centuries of personal war is unknown, but even the drow eventually came to fear him. The hunting parties they dispatched into the wilds of the Underdeep to find Feldefalas returned empty-handed, if at all, and the lone elf's slaughter continued. Feldefalas eventually grew old enough that he could no longer continue his war, and retired to the surface, where he penned *Footsteps Beneath*, hoping the lessons he had learned would allow others to continue his struggle. Anyone who studies *Footsteps Beneath* may use the information in the book to train his Survival skill up to eight ranks. The book does not grant the reader any skill points, he must spend his own points if he wishes to increase his skill, but it does effectively take the place of a trainer. Feldefalas' lessons centre entirely on survival in the Underdeep, the information contained in *Footsteps Beneath* is of no use to those on the surface.

Footsteps Beneath: 175 gp; 14 lb.

Fundamentals of Thaumaturgy

Commonly considered the most comprehensive and accessible work on the basics of magic, *Fundamentals of Thaumaturgy* was written nearly 14 centuries ago by a wizard who had begun to despair over her students' ability to learn anything. Anxious to get back to her own research, she penned this volume and gave it to her students, ordering them not to disturb her again until they had mastered all the knowledge it contained. The information in *Fundamentals of Thaumaturgy* is complete and well organised that anyone studying the book may use it to train his Knowledge (arcana) and Spellcraft skills up to seven ranks. The book does not grant the reader any skill points, he must spend his own points on these skills, but the book does effectively take the place of a trainer.

Fundamentals of Thaumaturgy: 425 gp; 11 lb.

The Gentle Beast

This ponderous tome was written by a ranger named Colyn Ulhern, a man possessed of a tremendous love for both animals and writing. He was widely known as an animal trainer in his day, blessed with an instinctive understanding of virtually any beast. Eventually, he chose to combine his two great passions by writing a definitive book about caring for, relating with and training animals. Unfortunately, his ability as a writer fell woefully short of his ability as an animal trainer. His book is page after page of slow drudgery and vain attempts to convey complex thought. Nevertheless, his knowledge of animals was deep and pervasive enough that some of his concepts come through in the writing. Anyone who studies *The Gentle Beast* may use the information in the book to train his Handle Animal skill up to five ranks. The book does not grant the reader any skill points, he must spend his own points if he wishes to increase his skill, but it does effectively take the place of a trainer.

The Gentle Beast: 100 gp; 11 lb.

Healing Hands

The Sisters of Earth's Mercy were a pseudo-religious order that developed a reputation, over the course of the order's existence, as the finest healers and herbalists in the land. Though very few of them practised magic, they were able to accomplish amazing feats of healing with nothing more than a few herbs steeped in water, often able to surpass the effects of a healing spell. They were devoted to the study of the natural world and the processes of the body, holding to the philosophy that the body was an extension of the world itself, and through the resources provided by the world in the form of plants and minerals, any ailment of the body could be cured. The Sisters were an exceptionally strict and rigid order, however, and only grew more so as time passed. New recruits into their ranks became fewer and fewer, until the Sisters' membership was reduced to a small handful of old crones, lamenting the impending loss of everything the Sisters had learned over the centuries. To prevent that loss, they set out

to write down the sum total of their knowledge, so that their learning and wisdom might not vanish from the world along with their order. They never finished, the last of the Sisters was found in their retreat by the gardener the order maintained, lying dead at her writing desk, pen in her hand. The greatest mysteries of the Sisters' knowledge were lost forever, but that which they did set down on paper is a treasure trove of healing lore. Anyone who studies *Healing Hands* may use the information in the book to train his Heal skill up to 12 ranks. The book does not grant the reader any skill points, he must spend his own points if he wishes to increase his skill, but it does effectively take the place of a trainer.

Healing Hands: 400 gp; 14 lb.

Into the Wild

Written over several generations by a family of rangers, *Into the Wild* contains a number of strikingly different voices, depending upon which family member wrote any given section. Uniting all these voices, however, is a single theme of respect and caution for the dangers of the wilderness. *Into the Wild* contains information on how to avoid predators, how to find food and water, how to hide, how to keep warm and even how to track prey. Anyone who studies *Into the Wild* may use the information in the book to train his Survival skill up to seven ranks. The book does not grant the reader any skill points, he must spend his own points if he wishes to increase his skill, but it does effectively take the place of a trainer. The ranks in Survival learned from *Into the Wild* are applicable only on the surface, as the authors knew nothing of the Underdeep.

Into the Wild: 130 gp; 11 lbs.

Language of Music

Written centuries ago by a society of bards, *Language of Music* describes a means of embedding a coded message within the notes of a musical performance. A musician who has mastered the code can pass messages or give orders to any others able to understand the code while performing his piece before an oblivious crowd. The musical code has even been used by armies in the past, marshalling troops and coordinating attacks with little more than a few notes of music. The code has the capacity for nearly infinite variety; the meaning of the musical notes can easily be altered to make certain that the message conveyed through the music remains secret to everyone who does not know the specific variation on the code the musician is using. There is also a 'base' code the musician can use, one which can be understood by anyone with knowledge of the code contained in *Language of Music*. Embedding a code into a piece of music requires a Perform skill check with a DC equal to ten + one for every two words used in the message. Understanding a coded message requires both knowledge of the variation on the code being used, and a Perform skill check with a DC equal to the DC required to embed the message in the first place.

Language of Music: 550 gp; 9 lb.

Root of the Tongue

This book was written little more than a century ago by a sage named Whenan Roual, a man who possessed an almost supernatural gift for language. After mastering more than three dozen languages of the various peoples and races of the world, Whenan gave himself over to creating his own languages. Strangely, his driven study and passion for language attracted disciples to Whenan, a group which endured even after the sage's death, and which now calls itself the Word. While he lived, Whenan wrote what is considered to be the definitive work on the nature and evolution of language, detailing the points of commonality and divergence he had noted in his lifelong study of so many different tongues. After Whenan's death, the first copies of *Root of the Tongue* began to appear, a development that horrified the members of the Word, who sought to find and reclaim all copies of the master's work. They were unsuccessful, of course, but they continue to hunt for copies of this thick tome, making it an extremely rare item, one that most people are loathe to admit is in their possession, due to the rumours of some of the means by which the members of the Word have reclaimed what they consider to be their own property.

The writing style of *Root of the Tongue* is quite dense, incorporating a vast amount of Whenan's skill with language and enormous vocabulary. Reading the entire volume takes a full month, during which time the reader must make two Intelligence ability checks, one at the halfway mark and one after finishing the book, to determine whether or not he understood the contents of the tome well enough to make use of them. These checks are made against DC 15 for the first and DC 20 for the second, and must be made each time the book is used. *Root of the Tongue* lays out for the reader the basic building blocks of each language Whenan spoke, making the task of learning a new tongue a much simpler process. A character who reads *Root of the Tongue* in preparation for learning a new language by taking the Speak Language skill, and who is successful with both Intelligence checks, may learn the new language at a cost of only one skill point, as opposed to the two skill points required for all characters other than bards. Bards already have a partial understanding of Whenan's principles, and *Root of the Tongue* offers them no assistance in learning a new language. Additionally, a reader may use *Root of the Tongue* as a training resource for the Decipher Script skill. Anyone who studies *Root of the Tongue* may use the information in the book to train his Decipher Script skill up to ten ranks. The book does not grant the reader any skill points, he must spend his own points if he wishes to increase his skill, but it does effectively take the place of a trainer. The reader must still succeed with both Intelligence ability checks in order to learn the Decipher Script skill from this book.

Root of the Tongue: 1,200 gp; 15 lb.

The Travels of Aerthus the Swift

This book is a translation of the combination journal and travel log left behind by Aerthus, a bard who lived nearly 1,000 years ago. He is still famous today, at least among bards, and is considered one of the most widely traveled men in history, having visited virtually every nation and city in the known world during his long life. He made copious notes of every detail of his travels, of the people he met, the dangers he endured, the customs he witnessed and, most especially, of the features of the lands he passed through. *The Travels of Aerthus the Swift* is a long but never tedious read, and his vivid descriptions of things he saw and places he traveled is thought by many to be the finest text available on such subjects as geography and history. Anyone who studies *The Travels of Aerthus the Swift* may use the information in the book to train his Knowledge (geography) and Knowledge (history) skills up to ten ranks. The book does not grant the reader any skill points, he must spend his own points on these skills, but the book does effectively take the place of a trainer.

The Travels of Aerthus the Swift: 200 gp; 15 lb.

Unspoken Words

Baronet Milo d'Aremil trusted no one, and with good reason. Some five centuries ago, Baronet Milo was a very minor noble in a court filled with whispering, backbiting, betrayal and constant games of brinkmanship. Though many of his superiors feel victim to the machinations of their fellows, ending their lives in poverty and disgrace, Baronet Milo endured, even prospered in this poisonous environment. The secret of his success was very simple; he was an astute student of human (and humanoid) nature, able to discern the hidden meaning behind otherwise flowery words, the tension of the muscles indicating which way a duelist would feint and which way he would truly strike. Toward the end of his long and fascinating life, Baronet Milo wrote a concise but comprehensive book, putting his hard-won knowledge of how to determine the true meaning of someone's words or actions down on paper. Anyone who studies *Unspoken Words* may use the information in the book to train his Sense Motive skill up to eight ranks. The book does not grant the reader any skill points, he must spend his own points if he wishes to increase his skill, but it does effectively take the place of a trainer.

Unspoken Words: 250 gp; 8 lb.

The Way of the Deep

The Way of the Deep is not the work of a single author, but rather is a compilation of the observations of literally dozens of adventurers and sages made over a period of several hundred years, leading many to believe the book was actually compiled by an elf or an extremely long-lived dwarf. *The Way of the Deep* contains facts, advice, theories and knowledge about the perils and puzzles that often await those who venture into forgotten caverns or long-sealed tombs. Anyone who studies *The Way of the Deep* may use the information in the book to train his Knowledge (dungeoneering) skill up to six ranks. The book does not grant the reader any skill points, he must spend his own points if he wishes to increase his skill, but it does effectively take the place of a trainer.

The Way of the Deep: 125 gp; 12 lbs.

Music

Music is something which is still very close to Seamus' soul. Passersby outside Beauty and Truth often find themselves stopping in their tracks, cocking an ear toward the faint strains of song or lute wafting up the stairs from the small, cluttered shop. With his illustrious history as a celebrated bard, it is not surprising that Seamus maintains his passion for music, or that many bards find his store one of the finest places to shop for a new instrument, or for an addition to an old one.

Strings

Although bards will travel hundreds, even thousands, of miles in search of the perfectly crafted instrument, fabricated of the finest and rarest materials, few of them give any thought to the composition of the instrument's strings. Thoughtlessly strapping waxed cord or twisted catgut to an instrument of surpassing beauty and quality seems like the height of foolishness to Seamus, who stocks a wide selection of unusual and exotic strings, each of which can impact a bard's music in ways he has never imagined. It is possible to use as many of two kinds of the exotic strings listed below on the same instrument and gain the benefits of both. Using more than two kinds of strings makes the instrument impossible to play, due to the variations in tone supplied by each kind of string.

Aboleth Sinew

This rare string is strange to the touch, seemingly maintaining some vestige of the sliminess of the creature from which it is taken. The sounds it produces are muddled and muffled, making an instrument strung with aboleth sinew more difficult to play, imposing a –1 penalty on all Perform skill checks. However, aboleth strings enforce the bard's *suggestion* and *mass suggestion* abilities. An instrument equipped with strings of aboleth sinew is more difficult to resist, raising the base DC of the Will saving throw against the bard's *suggestion* and *mass suggestion* abilities from ten to 12. Creatures must still be *fascinated* by the bard's music for the bard to use a *suggestion* ability, and the aboleth sinew strings provide no bonus to the bard's *fascinate* ability with his bardic music.

Aboleth Sinew: 50 gp per string

Darkmantle Hide

Strings made of darkmantle hide resemble a supple, dark-coloured leather and are as rare as the beasts from which they are taken. Though they provide no bonuses to the Perform skill, or to any abilities linked to bardic music, darkmantle hide strings have saved the lives of more than a few bards who have taken up a life of adventuring. Properly prepared and alchemically treated, darkmantle hide strings offer the bard playing an instrument strung with them a portion of the creature's most impressive power. When played, an instrument with darkmantle hide strings produces a low vibration, inaudible and imperceptible to anyone but the musician. This vibration gives the bard playing the instrument a limited amount of blindsight, allowing him to 'see' through the blindsight out to a range of 30 feet. This ability lasts only so long as the instrument is played; the moment the music stops, so does the blindsight.

Darkmantle Hide: 75 gp per string

Aboleth Sinew

Unicorn Mane

Darkmantle Hide

Nymph Hair

Dragon Sinew

Deva Hair

Dwarf Beard

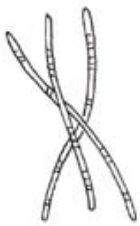
Elf Hair

Harpy Hair

Green Hag Hair

Gold Wire

Spidersilk



Silver Wire

Deva Hair

The rarest of all strings, save perhaps nymph hair, these strings are made of the tightly-woven hair of angels. When strung on an instrument and played, these strings produce notes of crisp, clear, complex harmonies even in the hands of the most unremarkable musicians. Master bards who play an instrument strung with deva hair can produce music of such unearthly beauty that they can keep an audience captivated for hours, even days. An instrument equipped with deva hair strings grants the bard playing it a +1 bonus on all Perform skill checks. Additionally, if the instrument is equipped solely with strings of deva hair, the bard can use the power of good inherent in the strings to protect himself and his fellows from evil creatures. With a successful Perform skill check (DC 25), the bard is able to emulate the effects of a *protection from evil* spell in a ten-foot radius around himself. This effect lasts as long as the bard continues playing, but is cancelled the moment he ceases.

Deva Hair: 400 gp per string

Elf Hair

Elves are renowned for their musical abilities, for the haunting, complex and shifting melodies that come so easily to them. Strings woven of elf hair seem to retain some of the elves' gift for music, imbuing the notes of the instrument with a clear and vibrant tone. Equipping a musical instrument with strings made of elf hair grants the bard a +1 circumstance bonus on all Perform skill checks. This bonus extends to Perform skill checks made in the use of a bardic music ability, such as countersong. Seamus weaves these strings from hair he buys from elves who could use some extra money and are pleased to do something to help musicians. He pays 20% of his selling price for elven hair, though he has gone as high as 50% for the hair of a particularly famous elf, or even one with unusually coloured hair.

Elf Hair: 10 gp per string

Dragon Sinew

Notes struck on an instrument strung with strings of dragon sinew evoke a powerful, martial flavour in every piece of music, filling the hearts of the listener with a sense of bravery and strength. This bolsters the bard's inspire courage ability, increasing the bonus he grants his allies by +1. For example, a 6th level bard using an instrument with strings of dragon sinew could grant his allies a +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack and weapon damage rolls, rather than the +1 bonus to each the bard would normally be able to bestow. Additionally, a bard using an instrument with dragon sinew strings can provide everyone within hearing range of his music with complete immunity from the frightful presence effect of the breed of dragon from which the strings were taken. For example, a bard using an instrument strung with white dragon sinew strings could offer everyone able to hear his music immunity to the frightful presence of a white dragon, but the strings would offer no particular help against the frightful presence of a green dragon. This immunity to frightful presence lasts as long as the bard continues playing, and for one round thereafter. Dragons are well aware of this use of their sinew, and of its effects. Further, dragons can sense when an instrument is strung with dragon sinew. A dragon will almost certainly make a bard playing music his primary target in battle, on the assumption that the instrument is strung with the sinew of the dragon's own kind. Further, all dragons will have their reaction moved one category toward hostile for any bard with an instrument strung with dragon sinew. Unlike most strings, dragon sinew cannot be combined with other strings; the bard must completely equip his instrument with dragon sinew strings in order to gain the benefits of these strings. Note that while Seamus will not sell the sinew of the metallic, or good, dragons in his shop, they are available at the prices listed below from some less reputable dealers.

Black Dragon Sinew: 310 gp per string
Blue Dragon Sinew: 350 gp per string
Brass Dragon Sinew: 320 gp per string
Bronze Dragon Sinew: 360 gp per string

Copper Dragon Sinew: 340 gp per string
Gold Dragon Sinew: 420 gp per string
Green Dragon Sinew: 330gp per string
Red Dragon Sinew: 380 gp per string
Silver Dragon Sinew: 400 gp per string
White Dragon Sinew: 280 gp per string

Dwarf Beard

The protectiveness dwarves have for their beards is very nearly legendary, which is why Ainsel quietly hides these strings whenever a dwarf enters Beauty and Truth. It is also why these are some of the most expensive strings in Seamus' inventory, as they are extremely difficult to come by. A few dwarves owe Seamus favours from his days as an adventurer, and will sometimes gift him with a few hairs from their beards as an acknowledgment of their debts. Also, dwarves that have fallen on particularly hard times and are not too concerned with the customs of their people, sometimes sell Seamus strands from their beards. A string made of dwarf beard gives a deep, rich sound when plucked, and it is difficult to wring the higher notes from one of these. A bard using an instrument with dwarf beard strings to activate his bardic music ability to inspire competence may increase the bonus he gives his allies to +3, rather than the usual +2.

Dwarf Beard: 30 gp per string

Gold Wire

Strings of gold wire are not constructed of mere common gold, but rather they are spun of alchemically pure gold. This impressive metal retains the colour and softness of normal gold, but it also takes on a sort of crystalline sheen which is distinctive enough to be recognised by anyone who knows what to look for. A string of alchemically pure gold wire holds a slight positive energy charge, which, in the hands of a skilled bard, can be used to keep undead at bay. When played, the gold wire creates an area in a ten-foot radius around the bard which is tremendously unpleasant for undead to enter. Though the undead will take no damage from entering the area, it is difficult for one of the beasts to bring itself to cross over the line of demarcation, forcing it to make a Will saving throw (DC 10 plus ½ bard's level plus bard's Charisma modifier). Though impressive, gold wire is no substitute for turning undead, as the gold wire strings merely keep undead at bay, rather than forcing them to flee.

Gold Wire: 100 gp per string

Green Hag Hair

Strings woven of green hag hair are extremely popular among bards who enjoy performing pieces of music that call for more than one instrument. However, the expense of obtaining and properly preparing the hair of a green hag is such that these strings are usually only used by wealthy bards, or those with a more nefarious purpose in mind than merely creating beautiful music. The hair must be subjected to a long and complex alchemical process in order to leech away all vestiges of the green hag's weakness ability. Failure to do so results in a Strength loss of 1d3 points when the instrument is played, a loss which can be prevented with a successful Fortitude save (DC 16). The real difficulty of the alchemical process is to remove the green hag's weakness attack without destroying the hag's mimicry ability, for that is where the real value of green hag hair strings lies. With a successful Perform skill check (DC 15), the bard can make an instrument strung with green hag hair sound like an entirely different instrument (for example, a fiddle can sound like a bass). While all bards appreciate this ability, those with less honest and forthright goals prefer these strings for the other kind of mimicry they offer. By playing the instrument at a high pitch and low volume, inaudible more than ten feet away, the bard can use the green hag hair strings to alter the sound of his own voice, allowing him to effectively mimic any other individual. This can be used to simply change the voice of the bard, or to let the bard sound like another individual with whose voice he is familiar. Using the green hag hair strings in this manner requires a Perform skill check (DC 20), and provides the bard with a +6 circumstance bonus to Disguise skill checks that involve sound.

Green Hag Hair: 40 gp per string

Harpy Hair

According the Seamus, harpy hair must spend an entire month in alternating baths of soapy water and vinegar to become sufficiently clean that it can be woven into instrument strings. The end result of this process, however, is a string that any bard would be thrilled to own. The sound of harpy hair strings tends to be discordant and shrill, causing the bard playing the instrument to suffer a –1 circumstance penalty on all Perform checks, due to the absolute concentration required to keep the strings from turning a beautiful melody into a grating screech. However, once the bard has mastered the use of harpy hair strings, he can use them for the purpose for which they are sought and harvested. A bard using an instrument equipped with harpy hair strings enjoys a tremendously augmented *fascinate* ability with his bardic music, increasing the DC of all saves against the ability by +4. This is only effective on the *fascinate* bardic music ability, and has no effect on any other aspects of bardic music, including abilities like *suggestion*, even if they are linked to *fascinate*.

Harpy Hair: 20 gp per string

Nymph Hair

Perhaps the rarest of all strings, those woven of nymph hair are only occasionally available in Seamus' shop. Glistening with a perfect radiance all their own, nymph hair strings are immediately recognisable for what they are among those aware of their existence. Even those who do not know will certainly recognise there is something unusual about these strings. When playing an instrument strung with nymph hair, the bard is seen by others as more attractive and commanding than otherwise. The luminous beauty of the strings affects the bard, granting him a bonus of one to his Charisma while he is playing. Unlike most strings, nymph hair cannot be combined with other strings; the bard must completely equip his instrument with nymph hair strings in order to gain the Charisma bonus.

Nymph Hair: 450 gp per string

Silver Wire

Strings of silver wire are not constructed of mere common silver, but rather they are spun of alchemically pure silver. This impressive metal retains the colour of normal silver, but it also takes on a sort of crystalline sheen distinctive enough to be recognised by anyone who knows what to look for. A string of alchemically pure silver wire holds a slight material energy charge, which, in the hands of a skilled bard, can be used to keep outsiders at bay. When played, the silver wire creates an area in a ten-foot radius around the bard which is tremendously unpleasant for outsiders to enter. Though the outsider will take no damage from entering the area, it is difficult for such a creature to bring itself to cross over the line of demarcation, forcing it to make a Will saving throw (DC 10 plus ½ bard's level plus bard's Charisma modifier).

Silver Wire: 90 gp per string

Spidersilk

The silk from which these strings are made does not come from any normal, average spider, but rather from the enormous ones that live in the Underdeep and infest the cities of the drow elves. Playing an instrument strung with strings of spidersilk takes significant practise, as the strings tend to resonate far longer than normal musical strings. Spidersilk strings must also be alchemically treated to remove the adhesive properties of the silk while maintaining the innate strength of the material. Spidersilk strings, while they produce an unusual, even haunting sound, do not provide the bard with any bonuses or enhancements to his performance abilities. Rather, they serve an extremely specialised purpose. A bard using an instrument with spidersilk strings playing the bardic music ability of *song of freedom* may recreate the effects of a break enchantment spell in only one round of playing, as opposed to the one full minute the ability usually requires.

Spidersilk: 65 gp per string

Unicorn Mane

Strings woven of unicorn mane combine a heavy, earthy tone on the low notes with an almost inaudible whispering noise, like a breeze in the forest, on the higher notes. It is also amazingly strong, as durable as silk rope. Any bard playing an instrument equipped with strings of unicorn mane can make use of some of the remarkable properties of these strings, but bards who also have levels as druids or rangers are the only ones able to completely utilise the abilities of unicorn mane strings. The first aspect of these strings, useful to all bards, is the enhancement unicorn mane strings grant to countersong attempts. All Perform skill checks made while attempting to use countersong grant the bard using these strings a +2 circumstance bonus on the skill check. Bards who combine their abilities with levels of druid or ranger will find that their wild empathy abilities are greatly enhanced when playing an instrument equipped with unicorn mane strings, granting them a +3 circumstance bonus on the check.

Unicorn Mane: 250 gp per string

The Beast Within: Mounts, Pets and Related Gear

The howling and baying of a score of different beasts can be heard long before the enormous tent housing The Beast Within comes into view. As you approach, the smell of the beasts joins the sound, leaving little doubt you have reached your destination. Passing through a small corridor walled with cages, you enter the shop. A wiry man with greying hair fixes you with a studious gaze as you approach.

'Well, come in then, but be cautious. And be careful where you step ... ah, sorry about that, but it happens. No, there's no need for fear so long as you stand back – the bars of these cages are strong. Hands off your blade, boy! You'll pay double for anything you kill; you can count on that. Now, what is it you're looking for? I've saddles and barding, horses and mules and oxen. Oh, I see where your eyes are going. Perhaps something with a bit more flash? A beast out of legend to carry you to the skies and set the maidens' hearts to fluttering? Aye, I can help with that, if you've the coin to make it worth my while.'

Occupying a vast section of the Marketplace of Marvels is an enormous tent, easily 100 yards on a side. Held up by a collection of widely spaced, creaking poles, this colossal tent is walled with cages of all sized and descriptions, some occupied, others empty. The only opening through the cages leads into a large area beneath the canopy of the tent, into a cacophony of sounds from dozens of beasts and a smell that somehow combines the worst of the barnyard and the dungeon. Yet more cages line this area, stretching away toward the back of the tent. In the middle of the tent stand the only permanent structures in The Beast Within, a series of what look at first like huge clay ovens, but are in fact incubators in which the eggs sold in the store can be brought to term. Ranging among the cages, seemingly untroubled by the beasts on the other side of the bars, are five enormous, shaggy mastiffs, watching any customers with untrusting eyes.

The owner and proprietor of The Beast Within is Tandos Ravenfoot, a short, slender man with a mane of unruly, graying hair. He dresses in the same set of worn leather clothing every day, clothing which has come to smell worse than any of the beasts he offers for sale. His face and bare arms are marked with scars from beak and claw, wounds he earned in his youth while building the business he runs today. He walks with a hitching limp in his step, a souvenir left him from his last raid of a clutch of dragon eggs.

A lifetime as a ranger in the wilderness has left Tandos unaccustomed to life in the city, though he has owned The Beast Within for several years now. There are rumours of dark secrets about his past, but Tandos is steadfastly unwilling to discuss much of anything about himself. He maintains a staff of eight employees to help him feed, care for and train the animals and beasts he offers for sale. He is willing to purchase eggs and young of some beasts from adventurers for one-third the price he sells them for.

Beasts

Whether they are used as guards, mounts or beasts of burden, animals are often more useful and more loyal than any human servant. All beasts offered for sale at The Beast Within are healthy and well-trained. Tandos has no interest in selling barnyard animals; all creatures he sells have some purpose he would deem useful, whether it be for fighting, riding or merely hauling heavy loads through the wild. He

also does not stock aquatic beasts, due to the difficulty of keeping them, though he does sell some items for use solely with aquatic beasts.

Camel

Camels are known for their ability to travel long distances without food or water. As mounts or beasts of burden, camels are an excellent, if ill-tempered, choice in barren or desert-like terrain.

Camel: 18 gp

Dog, Guard or War

Trained to fight and protect, guard dogs and war dogs are among the least expensive sentries and soldiers one can hire.

Dog, Guard or War: 25 gp

Dog, Hunting

With its keen sense of smell, a well-training hunting dog can follow a trail invisible to human eyes.

Dog, Hunting: 15 gp

Dog, Riding

This Medium-size dog is specially trained to carry a Small humanoid rider (not a dwarf). It is brave in combat like a warhorse. No damage is taken when falling from a riding dog.

Dog, Riding: 150 gp

Donkey

Akin to the horse, but smaller and more willful, the donkey is a surefooted creature that makes an excellent beast of burden when traversing treacherous terrain.

Donkey: 8 gp

Eagle

These large birds of prey, when domesticated and used by a skilled falconer, can aid in hunting or even carry messages.

Eagle: 50 gp

Elephant

These massive beasts from tropical lands make an excellent and intimidating battlefield force. They can transport a huge amount of weight easily, but are somewhat unpredictable.

Elephant: 3,000 gp

Hawk

These birds of prey, when domesticated and used by a skilled falconer, can aid in hunting or even carry messages.

Hawk: 35 gp

Horse, Draft

These large working horses are able to carry and drag an amazing amount of weight.

Horse, Draft: 200 gp

Horse, Light

Smaller and quicker than the draft horse, the light horse is the most common mount in use.

Horse, Light: 75 gp

Mammoth

Much like an elephant, the mammoth is covered in thick hair, making it far better suited than the elephant for operating in cold climes.

Mammoth: 4,500 gp

Mule

The offspring of a horse and a donkey, a mule combines the horse's strength with the donkey's willfulness. Mules are unable to reproduce.

Mule: 8 gp

Ox
A species of animal renowned for its great strength and fortitude. Though useless as mounts, they make excellent beasts of burden.

Ox: 15 gp

Pony
A smaller species of horse, a pony is a suitable mount for Small creatures like gnomes and halflings.

Pony: 30 gp

Pony, War
This is a pony that has been trained for battle.

Pony, War: 100 gp

Warhorse, Heavy
A heavy warhorse is a draft horse that has been trained for battle.

Warhorse, Heavy: 400 gp

Warhorse, Light
A light warhorse is a light horse that has been trained for battle.

Warhorse, Light: 150 gp

Fantastic Beasts
Serving every purpose from mounts to guardian beasts to lifetime companions, fantastic beasts are a more powerful and more expensive alternative to such mundane creatures as a dog or an ox. The Beast Within sells fantastic beasts as eggs (for those species that reproduce in that manner) or as young, immature specimens that can be trained to serve. The Beast Within also offers its customers training services for fantastic beasts purchased from the shop. Listed below are some of the beasts which can be purchased, followed by a list of the prices for purchasing the beast as an egg, as a young specimen and for training the beast to serve the purchaser.

Blink Dog
Naturally intelligent and good-hearted, a blink dog offers a vastly superior alternative to a normal dog. Their intellect and innate blinking ability make them excellent guardians and companion animals. They normally will not remain with an evil master.

Chimera
Nasty and ill-tempered, a chimera is an excellent flying mount for anyone strong enough to keep the creature in line.

Dragon
The most famous and sought-after mount, dragons are exceptionally expensive. Only available as eggs, a dragon cannot be trained. Rather, it must accept its rider either through friendship (in the case of good dragons) or intimidation and bribery (in the case of evil dragons).

Dragonne
These reasonably intelligent beasts cannot be used as flying mounts, but can support and carry a rider on land. They also make excellent guardians.

Giant Eagle
These enormous birds are among the most common aerial mounts, though they are unlikely to serve an evil master. Their keen eyesight makes them exceptionally useful for scouts.

Giant Owl
These enormous birds are among the most common aerial mounts, though they are unlikely to serve an evil master. The amazing range of the creature's low-light vision makes this mount extremely useful for nighttime scouting.

Griffon
Majestic and powerful, the griffon is one of the most highly sought-after aerial mounts. Its penchant for horseflesh, however, can land

the griffon's owner in some unanticipated trouble.

Hippogriff

More aggressive but less intelligent than creatures like a giant eagle or giant owl, a hippogriff can nonetheless be trained to serve any master, and these beasts are among the most common aerial mounts.

Manticore

Cruel and vicious, a manticore makes a powerful guardian animal or mount. To be used as a mount, some of the spikes along the creature's back must be removed.

Owlbear

Too brutal and wild to ever be domesticated, owlbears are often raised and trained to serve as guardian beasts.

Pegasus

Proud, regal and beautiful, pegasi are highly sought as aerial steeds. They will never serve an evil master, but one who is good or neutral (and treats the beast with kindness and respect) will be rewarded with the pegasus' unwavering loyalty for life.

Roc

Only the largest and oldest dragons can rival this enormous bird in sheer size. Possibly the largest animal in existence, the roc is a rare and magnificent beast that is coveted for its strength and speed. It is capable of serving as an aerial mount for Large creatures.

Worg

These cruel wolves are sometimes used as mounts by Small creatures. Those who cannot make use of them as mounts often employ worgs as guardian creatures, or even as war dogs.

Wyvern

Those adventurers who cannot yet afford a dragon mount often turn to the wyvern instead. Dangerous and not terribly bright, a wyvern makes an imposing and intimidating mount.

Eggs

For those beasts that are hatched from eggs, buying one as an egg is the cheapest means of procuring one. Additionally, being with the creature from the moment it hatches will help beast and owner bond. However, successfully raising an egg, keeping it viable until the creature within does hatch, is a difficult business, particularly with some of the more exotic beasts which require unusual and specific circumstances to incubate. The Beast Within does offer incubation services to its customers, making it far more likely the dearly-bought egg will survive to hatch.

Chimera Egg: 5,000 gp
Dragonne Egg: 5,000 gp
Giant Eagle Egg: 2,500 gp
Giant Owl Egg: 2,500 gp
Griffon Egg: 3,500 gp
Hippogriff Egg: 2,000 gp
Pegasus Egg: 2,000 gp
Roc Egg: 7,500 gp
Wyvern Egg: 4,000 gp

Dragon Eggs

Having a dragon as a mount and companion is the dream of nearly every adventurer. The power and intellect of a dragon, not to mention the terror an adventurer's enemies would feel seeing him descend from the skies atop a sinuous beast of such legendary might, cause many adventurers to make finding a dragon mount one of their great goals. However, dragons pose a number of problems, from actually coming into possession of the egg to how to accommodate the dragon when an adventurer enters a town or city. Dragon eggs are exceedingly rare and difficult to come by, and must be ordered from The Beast Within, as Tandos certainly does not keep them in stock. There are no guarantees given regarding when, or even if, the desired egg will be available. Nevertheless, it is only

possible to buy a dragon when it is still in the egg, for two reasons. The first is that the buyer of the dragon must be present at the hatching for the wyrmling dragon to have any chance of bonding to the buyer. The second is that even wyrmling dragons are too powerful and dangerous to keep on hand.

Black Dragon Egg: 11,000 gp
Blue Dragon Egg: 15,000 gp
Brass Dragon Egg: 12,000 gp
Bronze Dragon Egg: 16,000 gp
Copper Dragon Egg: 14,000 gp
Gold Dragon Egg: 22,000 gp
Green Dragon Egg: 13,000 gp
Red Dragon Egg: 18,000 gp
Silver Dragon Egg: 20,000 gp
White Dragon Egg: 8,000 gp

Young

Purchasing a creature when it is young and immature is more expensive than purchasing it when it is still in the egg, but also has two distinct advantages. The first and most obvious is that the creature has already successfully hatched, while purchasing an egg means gambling the creature will survive. The second is that the creature is old enough to be trained, meaning it is much closer to being able to serve the buyer as a mount, pack animal or guardian beast.

Blink Dog Young: 1,000 gp
Chimera Young: 10,000 gp
Dragonne Young: 10,000 gp
Giant Eagle Young: 4,000 gp
Giant Owl Young: 4,000 gp
Griffon Young: 7,000 gp
Hippogriff Young: 3,000 gp
Manticore Young: 7,000 gp
Owlbear Young: 3,000 gp
Pegasus Young: 3,000 gp
Roc Young: 15,000 gp
Worg Young: 1,500 gp
Wyvern Young: 8,000 gp

Services for Beasts

The Beast Within concerns itself primarily with selling creatures and creature-related gear. However, repeated requests from customers have led Tandos to expand his business, offering two services integrally related to beasts to his customers.

Incubation

Perhaps the greatest drawback to purchasing an egg is the possibility it will never hatch. No matter how mighty the creature may become, while it is in the egg it is a fragile thing. Taken from its nest and its mother, the egg might easily die, deprived of the exact conditions needed to bring it to maturity. After a number of customers complained of eggs that never hatched, Tandos Ravenfoot decided to start offering incubation services at The Beast Within. These services are available only to those who purchase an egg from the shop, he will not incubate an egg brought in by a stranger. Tandos and several of his employees are extremely well-versed in Knowledge (nature), and know exactly what is needed for an egg to survive until hatching. They have built a bank of incubators within the shop, designed to provide for the needs of any egg of any species sold through The Beast Within. If the egg fails to hatch, Tandos will refund the incubation fee and half the cost of the egg, something he has not yet needed to do. Though expensive, the incubation fee is well worth the cost. After all, spending 18,000 gp on an egg that never hatches is a pricey lesson.

Incubation: 25% of the cost of the egg

Training

Left untrained, a beast like a hippogriff is worse than useless – it is dangerous. A skilled trainer is able to teach the creature to serve a human master, though the necessary training regimen varies wildly from creature to creature. Tandos Raventree and his employees at The Beast Within are able to train all the beasts listed below, as well as the more common and mundane creatures, such as hawks and horses. It is impossible to train a dragon, the creature will either serve or it will not. Tandos is willing to train an animal brought in by a customer, so long as the creature is still young enough to be properly trained. The price listed for

training includes any potential healing needs the trainer may have in the course of working with the beast.

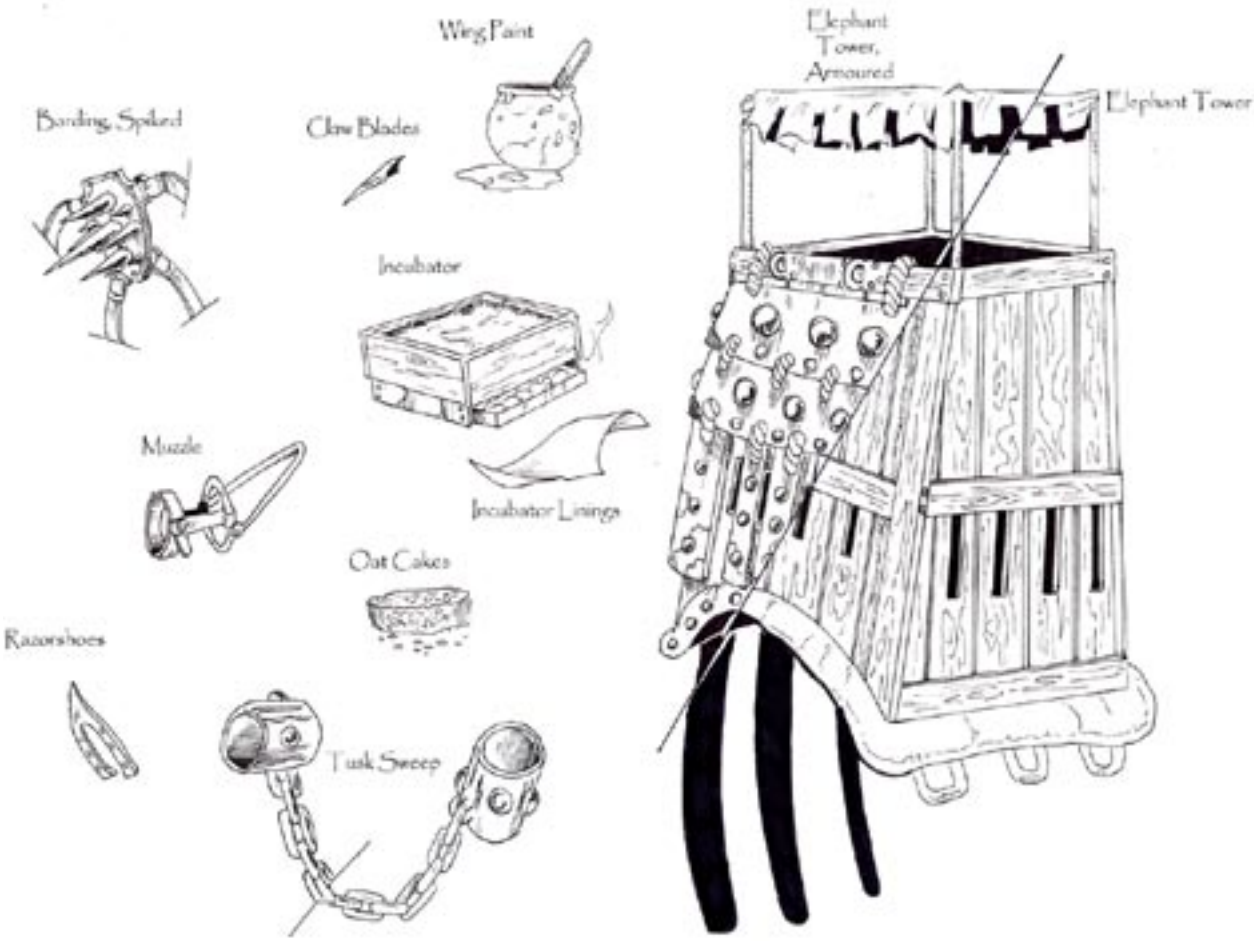
Blink Dog Training: 750 gp
Chimera Training: 3,500 gp
Dragonne Training: 2,500 gp
Giant Eagle Training: 1,000 gp
Giant Owl Training: 1,000 gp
Griffon Training: 1,500 gp
Hippogriff Training: 1,000 gp
Manticore Training: 2,500 gp
Owlbear Training: 2,000 gp
Pegasus Training: 1,000 gp
Roc Training: 5,500 gp
Worg Training: 1,500 gp
Wyvern Training: 3,000 gp

Equipment for Beasts

In addition to all normal equipment, such as horseshoes, barding and saddles, Tandos stocks a number of other items intended for beasts. Many of these items are strictly functional, while others make the creature even deadlier in combat.

Barding, Spiked

Spiked barding boasts a collection of long spikes on the chest of the mount, enabling it to do extra damage on any successful trample. Upon trampling an enemy, the mount does an additional 2d4 (x2 critical) damage to the target. The mount may still make a single hoof attack.



If the rider has the Spirited Charge feat, he may double the damage of the barding spikes. The rider must have the Trample feat to take advantage of the barding spikes.

Barding, Spiked: Cost of barding +75 gp; +20 lb.

Claw Blades

Claw blades are a simple and effective means for a creature with claws to deal more damage with its claw attacks. Claw blades are metal sheaths that slip over the existing claw of the creature and are secured in place with a small amount of glue inside the sheath itself. The term sheath is almost misleading in this context, as the metal is honed to a razor edge and capped with a needle-like point. The claw blade is slender enough that it will not impede a creature's ability to retract its claws. The primary ability of the claw blade is to increase all damage done by a creature's claw attacks by one point per attack. However, in addition to basic claw blades, Tandos Ravenfoot also sells claw blades of masterwork quality, as well as claw blades forged of adamantine, cold iron, mithral and alchemical silver for those beasts (or owners of beasts) concerned about penetrating damage reduction.

Claw Blades (base price): 2 gp per claw

Elephant Tower

Intended for use only on the largest of elephants and mammoths, the elephant tower is like a miniature keep lashed to the back of the beast. Occupying the entire back of the animal, an elephant tower is ten feet long and five feet wide, rising to a height of ten feet. There is a narrow platform on the inside of the elephant tower, mounted at a height of seven feet. The tower can accommodate a total of four Medium-size creatures, including the driver of the elephant, who always stands on the raised platform, facing the front of the beast.

The two men in the bottom of the elephant tower can peer out through a series of arrow slits cut into the side of the device, and obviously they may also fire arrows or spells through these openings. The cover they are granted by the elephant tower is nearly total, providing them with double the normal bonuses for cover (in other words, they receive an armour class bonus of +8 and a Reflex save bonus of +4). Further, they are considered to have the improved evasion ability (see *PHB*) against any attack to which the Reflex save bonus applies. The driver and the other man on top of the tower are considered to have normal cover bonuses. An elephant tower is constructed of heavy planks of hardwood, has a hardness of 5 and 20 hit points.

Elephant Tower: 250 gp; 400 lb.

Elephant Tower, Armoured

The armoured elephant tower is in most ways identical to the normal elephant tower, but is designed to more easily cope with the rigours of the battlefield. The sides of the armoured elephant tower are covered with steel plating, and the ropes used to secure the device to the back of the elephant or mammoth have been replaced by chains. The armoured elephant tower has a hardness of 10 and 50 hit points.

Elephant Tower, Armoured: 525 gp; 750 lb.

Incubator

Collecting the eggs of exotic beasts and bringing them back to civilisation for sale can be an extremely profitable profession, but one which is fraught with perils. Not only are there natural hazards and the anger of the egg's parents to contend with, merely bringing the egg from one place to another is an uncertain proposition. Deprived of its mother's warmth (or cold), the egg might die in transit. A short fall might be enough to break the egg, making the entire expedition a futile effort. To increase the chances of a successful mission, the incubator is an invaluable tool. It is a wooden box sheathed in sheets of steel. Within the box is a thick mass of cotton padding, with a cavity

of the right size to hold an egg. The bottom of the box contains a drawer, which can be loaded with hot rocks to keep the egg at the correct temperature (it can also be loaded with ice for cold-based creatures). The incubator has a hardness of 5, ten hit points and a break DC of 20. With the proper padding, it will absorb the first 20 points of damage of any indirect impact (for example, if the person carrying the incubator falls 30 feet and takes 13 hit points of damage from the fall, the egg within the incubator will be unharmed). The incubator is two feet square and comes equipped with straps to enable it to be worn as a backpack. Keeping an egg alive in an incubator requires a daily Knowledge (nature) Skill check (DC 15).

Incubator: 75 gp; 20 lb.

Incubator Linings

The incubator is able to hold the egg of almost any exotic creature, so long as it has the proper lining inside it. Each lining is made for a specific beast, to hold the egg as securely as possible.

Incubator Lining: 2 gp; 1 lb.

Muzzle

Though having a creature like a dragonne for a mount certainly has its advantages, it is also likely to make other people, such as city guards, rather nervous and jittery, particularly if the animal is left tied up outside a tavern while its owner is inside drinking. This problem can be mitigated with a muzzle, a leather and steel construction that fits around the jaws of an animal, preventing it from opening its mouth wide enough to bite. Muzzles are made differently for different species, but all accomplish the same purpose. Removing a muzzle is a full-round action, while attaching it to an animal takes two minutes.

Muzzle: 10 gp; 3 lb.

Oat Cakes

Horses consume a great deal of food, making providing for their needs a matter of some concern when travelling through an area that does not offer good grazing opportunities. Though feed is inexpensive, it is heavy and bulky, and carrying enough of it to feed a horse for a significant length of time poses several difficulties. Oat cakes are the perfect resolution to this problem. They are condensed disks of oat and grain, designed to provide enough food for a horse for one day while weighing less and taking up less space than normal feed. Oat cakes are round, six inches across and two inches thick.

Oat Cakes (per day): 2 gp; 7 lb.

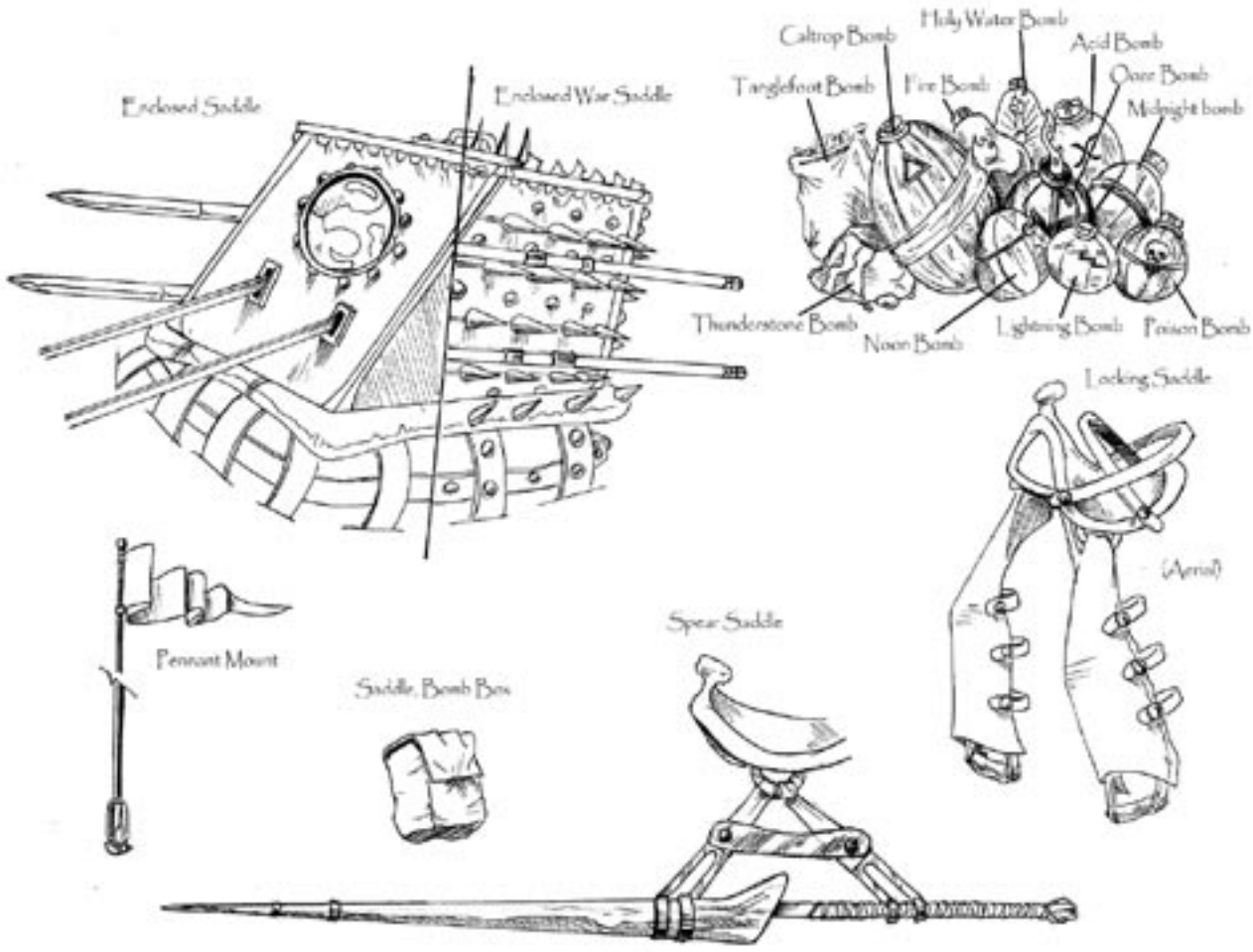
Razorshoes

These shoes are intended for hooved mounts, such as horses, and take the place of regular horseshoes. They feature a short 'lip' protruding from the front of the shoe, which is honed to a razor edge. On a successful hoof attack, the beast wearing razorshoes will do an additional 1d4 damage. Due to the extreme punishment the shoes take while on the hooves of a horse, they are blunted into uselessness after 12 hours of riding and must be removed and resharpened to deal additional damage. Resharpening requires a successful Craft (weaponsmithing) skill check (DC 12), as well as appropriate time and equipment. Razorshoes are commonly only mounted on the front legs of a mount.

Razorshoes (set of two): 20 gp; 5 lbs.

Tusk Sweep

A tusk sweep is a thick, heavy, spiked chain strung between the tusks of an elephant, mammoth or other tusked creature of size Huge or larger. It is attached near the points of the tusks, about one foot back from the tip. This deadly weapon takes full advantage of the elephant's size and momentum, and often spells a quick and painful demise to any battlefield foe smaller than the enormous beast. When an elephant (or other tusked creature) makes a gore attack with its tusks, the tusk sweep grants the beast an automatic trip attack, in addition to its goring attempt. The tusk sweep also deals additional damage, adding 1d6 hit points of damage to the creature's gore attempt. The



trip attack does not count against the beast's attacks for the round, nor does it provoke an attack of opportunity. If the creature falls prone as a result of the trip attack, it may soon find itself in even greater danger, depending on how the elephant attacked. If the elephant made its gore attack as part of a charge, and the tripped creature falls prone, the elephant (or elephant's driver) may elect to continue moving forward, subjecting the tripped creature to the elephant's trample attack. This option is only available if the elephant has enough movement remaining to complete the trample, and in any case the elephant's turn will end after the trample.

Tusk Sweep: 200 gp; 50 lb.

Wing Paint

The only problem with a flying mount is the difficulty allies on the ground might have in distinguishing friend from foe, particularly in the rush and chaos of battle. Wing paint is a simple and inexpensive way to solve the problem. Wing paint is a water-based pigment that comes in a variety of colours, and is used primarily to paint a symbol or heraldic device on the bottom side of a flying mount's wings, proclaiming the rider's identity to everyone on the ground. Wing paint is harmless to the mount, will not interfere with the operation of even delicate plumage, and washes away with water. Wing paint is also commonly used for camouflage. Those who wish to pass unnoticed overhead may paint the entire underside of their mount black to match the night sky, sky blue to match the daylight heavens or even dull grey to blend in with the clouds above. This use of wing paint imposes a –6 penalty to all Spot skill checks to those on the ground to notice a mount painted in this fashion against the night sky, and a –4 against a daylight or clouded sky.

Wing Paint: 1 gp per pint

Saddles and Saddle Modifications

Tandos offers a variety of new saddles for sale, as well as upgrades to existing saddles. Whether a beast that runs on land, flies through the air or swims through the sea, Tandos has something for sale that will benefit the beast's rider.

Enclosed Saddle

This large and extremely odd-looking device is formed of wood, ceramic and steel, and sits atop a veritable web of leather straps and steel chains. There is a small window of thick glass in the front, and a narrow hatch on the top of the device. Inside is a padded seat, moulded to the curve of the bottom of the enclosed saddle. Two long rods that look like goads extend outward from the front of the saddle. The enclosed saddle is too heavy for most aerial mounts, and too large for most land mounts (the smallest creature that could conceivably carry it is a mammoth). It is not intended for use in the air or on the ground, however. Rather, the enclosed saddle is designed for the use of an air-breathing rider who is mounted on an aquatic creature.

Due to the variations in aquatic creatures, the enclosed saddle must be crafted specifically for the species that is intended to carry it, be it a dragon turtle or a Huge shark. The rider enters the saddle when the creature is on the surface, closing the hatch behind him. The two goads extending from the front of the saddle allow the rider to direct his mount up, down and from side to side, though the level of control is significantly less than what riders would expect from a more conventional saddle. To properly communicate any command to the mount, the rider must succeed at a Ride skill check (DC 15). The goads cannot be used as weapons. The enclosed saddle can withstand the pressure of depths up to 600 feet. Between the inevitable leaks and the finite air supply, an enclosed saddle can sustain a Medium size individual for up to three hours. The hatch is held closed by several clamps and, most improbably, a rope tie, added to the design in order to foil attempts by hostile undersea creatures to pop the hatch open from afar with a *knock* spell. An enclosed saddle has a hardness of ten and 50 hit points.

Enclosed Saddle: 500 gp; 625 lb.

Enclosed War Saddle

This device is even stranger-looking than the normal enclosed saddle, and was in fact initially designed as part of a drunken bet by Tandos Ravenfoot. It shares the same basic design as the enclosed saddle, but is intended for use by a rider who definitely expects vicious combat to take place beneath the waves. The entire outer surface of the enclosed war saddle is covered with foot-long serrated spines, filed to a razor edge and set four inches apart from one another. Even the top of the hatch boasts a half-dozen such spines. These spines are purely defensive, intended to keep hostile undersea creatures such as sahaugin from seizing the outside of the saddle and attempting to breach it or open the hatch. The enclosed war saddle is considered to have the same touch AC as the creature upon which it is mounted, and only the hatch provides an adequate handhold on the surface of the saddle (though it is possible to seize the goads or the lances). A creature who successfully grabs the hatch with an attack roll must succeed with a Reflex saving throw (DC 15 plus one per every ten feet of the saddle's current movement speed) or be struck by 1d3 of the sharp spines for 1d6 damage each. This saving throw must be made every round the creature continues to hold on to the saddle.

In addition to its defensive measures, the enclosed war saddle has four lances mounted to it, two on the left front side and two on the right. The lances are mounted in the same way as the two goads, allowing the rider to use them to make Ride-By Attacks, albeit at a –4 penalty, as the mountings cause the lances to count as exotic weapons. The lance has a 50% chance of breaking on a successful hit. The enclosed war saddle is also more heavily armoured than its regular counterpart. The increased weight, along with the saddle's bristling spines, makes it impossible to mount or unmount the saddle from a creature without using a crane. The enclosed war saddle has a hardness of 15 and

60 hit points. Between the inevitable leaks and the finite air supply, an enclosed was saddle can sustain a Medium-size individual for up to two hours.

Enclosed War Saddle: 1,000 gp; 850 lb.

Locking Saddle

This saddle secures the rider to the saddle itself by means of a pair of straps that go around the thighs and hips and are fastened in place by a locking pin. Although this saddle makes it virtually impossible for the rider to lose his seat on his mount (+20 circumstance bonus to all Ride skill checks against being thrown from the mount), it makes for an extremely uncomfortable ride if the mount is moving faster than a walk. More importantly, if the mount falls, the rider must succeed with a DC 20 Reflex save to pull the locking pin out in time to jump free.

Locking Saddle: 30 gp; 30 lb.

Locking Saddle (Aerial)

Similar to the regular locking saddle, this item holds the rider in place even more securely. Two straps circle each of the rider's legs, held in place by clamps instead of a locking pin. Releasing these clamps is a more complicated process, requiring a full-round action for each leg. The aerial locking saddle comes in a variety of designs, as each type of flying mount requires its own specialised saddle.

Locking Saddle (Aerial): 70 gp; 45 lb.

Pennant Mount

The pennant mount can be built into a new saddle or added to an existing saddle. It consists merely of a metal tube attached to the back of the saddle, perfectly suited to holding a pennant pole. Using a pennant mount allows a mounted warrior to continue to fly his colours in the midst of combat. It offers significant advantages over the more traditional method of flying colours on the tip of a lance, or of maintaining a standard bearer to follow a warrior into battle, trying to survive the fray while holding a pennant pole high. A lance might be broken, or the pennant might come loose on a successful strike. Likewise, a standard bearer makes a tempting target for the enemy. Colours flying from a pennant mount, however, are as out of harm's way as it is possible to be on a battlefield, and offer a tempting target to no one.

Pennant Mount: +5 gp to price of saddle; 1 lb.

Saddle, Armoured Back

An armoured back can be built into an existing saddle as easily as it can be included in a new one. It consists of a wooden frame, covered in steel plate, riveted to the cantle of a saddle. The armoured back has a hardness of 10 and 20 hit points. It is two feet high and 18 inches wide. Rather than directly increasing the armour class of the rider, it provides him with partial cover against attacks from the rear.

Saddle, Armoured Back: +80 gp to price of saddle; +15 lb. to weight of saddle

Saddle, Bomb Box

Though the bomb box could theoretically be added to any saddle, it is generally only of interest to those people with flying mounts. Placed behind the rider, the bomb box is a sturdy wooden chest with firm padding inside. The padding has four cavities cut into it, large enough to securely stow four bombs (see below for specific bombs). The bomb box has a hardness of 15 and 5 hit points.

Saddle, Bomb Box: +125 gp to price of saddle; +50 lb. to weight of saddle

Spear Saddle

The spear saddle is a modification that can be built into a new saddle or incorporated into an existing saddle. It is a mount built into the knee roll of the saddle, which is strengthened with steel. The mount is designed to hold a spear steady and level, allowing the rider to aim the spear with his calf or knee as he charges his horse (or other riding animal). The spear saddle allows the rider to make an additional attack

(with a –4 penalty on the attack roll) on a Ride-By Attack or a Spirited Charge. The spear is considered to be a lance for purposes of damage and critical hits. Because it is securely mounted in place, a successful hit with the spear breaks it. Putting a new spear in the spear saddle mount requires one minute.

Spear Saddle: +300 gp to price of saddle; 10 lbs. (with spear)

Bombs

Bombs are designed to be dropped by the rider of a flying mount onto enemies below. They are crude devices that do not always work correctly, and can be dangerous to handle, especially without a bomb box (see page 72) built into the saddle. Most bombs share a fairly standard construction. They consist of an outer shell of extremely thin wood in the shape of a tube with a protrusion at one end (the end which is intended to strike the ground first). This end is capped with a metal plug. At the other end are several long strips of cloth, used to hold the bomb before dropping, and which serve to create drag on that end, making the pointed end more likely to strike ground first. Inside the point of the wooden shell is a thunderstone, and seated directly above it is a huge flask of alchemist's fire (thrice the normal size). Packed between the flask and the wooden shell is the bomb's ammunition.

Ideally, when the bomb strikes the ground, sharp spike on the back of the metal plug is driven into the thunderstone, which then detonates, causing the flask of alchemist's fire to explode. The explosion scatters the bomb's payload of ammunition. Bombs are grenade-like weapons, usually targeted at a five-foot square, rather than a single creature. The armour class of the square is AC 5, and the bombs have a range increment of 20 feet. Note that the range of a bomb is limited only by the height to which the creature dropping it can fly, but the higher one climbs, the more difficult it is to drop the bomb onto the desired square. It is, of course, possible to aim a bomb at a specific creature, but the range penalty of the attacker is doubled when attempting this. Additionally, the targeted creature is entitled to a Reflex saving throw (DC 15) to step aside, avoiding a direct hit. The base damage of a bomb is 2d6 to everyone within a ten-foot radius of the point of detonation, in addition to the potential deafening effects of the thunderstone. A Reflex saving throw (DC 25) will reduce this damage by one half. A creature struck directly by the bomb is subject to 4d6 damage, with an additional one hit point of damage for every range increment the bomb passed through on its way to earth (maximum five points).

Bombs are hideously dangerous, not only to their targets but to the individual using them as well. Rolling a natural one on an attack with a bomb is truly disastrous, causing the bomb to strike its wielder or its wielder's mount, exploding immediately. In such a case, both wielder and mount are considered to have been subject to a 'direct hit' from the bomb, suffering all the damage that entails. Additionally, an exposed bomb makes a tempting target for an enemy. Because of the extremely thin wood used in their construction, bombs have a hardness of 3 and two hit points. A bomb destroyed in an attack that overcomes its hardness and hit points has a 50% chance of detonating. If it does not detonate, it is ruined, its alchemist's fire and payload falling away toward the ground below. Lastly, exposed bombs are extremely vulnerable to area effect spells like *fireball*. If the bomb is within the area of effect of a spell which deals fire, electrical, force or impact damage, the wielder of the bomb fails his saving throw against the effect and the bomb is destroyed, it has a 50% chance of detonating immediately. In the case of someone carrying several bombs, the result could be quite unfortunate.

In addition to their danger, bombs are unreliable. Every range increment through which the bomb falls gives it a cumulative 5% chance of not landing point-down, and thus not exploding properly. Games Masters may rule, depending on the circumstances, whether or not the bomb still exploded from the impact.

Bombs may also be used as ammunition for siege engines such as catapults or trebuchets. Doing so is not without risk, however. If the

crew chief for the siege engine rolls a one on his attack roll, the bomb will detonate the moment it is fired, likely damaging or destroying the engine and certainly causing injuries amongst the siege engine's crew.

Acid Bomb

Among the most horrid of the bombs that are commonly used, the acid bomb creates a hellish wave of boiling acid at its point of impact. It is constructed like most other bombs, with an alchemist's fire and thunderstone core inside a thin wooden box. Between the alchemist's fire and the sides of the box are eight large, and very fragile, ceramic flasks of acid.

Every creature within ten feet of the point of detonation will take 4d6 hit points of damage from the acid, with no saving throw possible. Every creature between ten and 15 feet will take 2d6 hit points of damage, and may attempt a Reflex saving throw (DC 15) to take half damage. Every creature between 15 and 20 feet will take 1d6 hit points of damage, and may attempt a Reflex saving throw (DC 10) to take half damage. This is in addition to normal bomb damage.

Acid Bomb: 400 gp; 60 lb.

Caltrop Bomb

The largest of the bombs is the caltrop bomb, too large to fit inside a regular bomb box. Packed tightly around the core of alchemist's fire are hundreds of small caltrops. When the bomb explodes on impact, the caltrops are fired out in every direction. Everyone within a ten-foot radius of the detonation will be struck by 1d8 caltrops for 1d4 points of damage each, in addition to base bomb damage. The caltrops will scatter out to a radius of 40 feet densely enough to make travel through any square within that 40-foot radius hazardous to a man on foot. The caltrops are too small to cause any damage to a horse, though riders will have to stop to remove the caltrops from their mount's hooves.

Caltrop Bomb: 200 gp; 45 lb.

Fire Bomb

Often referred to as the mundane fireball, the fire bomb certainly lives up to its reputation. Rather than having merely a core of alchemist's fire, as do other bombs, the fire bomb is packed with flasks of the alchemical mixture. Stuffed into every nook and cranny between all these flasks is an assortment of nails, glass and sundry other small, sharp objects. The fire bomb contains the equivalent of a dozen flasks of alchemist's fire, and when it explodes it unleashes a glimpse of hell itself. A creature struck directly by a fire bomb will take 9d6 damage from the fire and shrapnel, with no saving throw possible. Every creature not directly struck, but still within ten feet of the point of detonation, will take 5d6 damage from the blast, and is entitled to a Reflex saving throw (DC 20) to cut the damage in half. Every creature between ten and 20 feet of the blast will take 2d6 hit points of damage, and is entitled to a Reflex saving throw (DC 15) to halve the damage.

Fire Bomb: 900 gp; 50 lb.

Holy Water Bomb

Combining two things most undead fear (fire and holy water), the holy water bomb is exceptionally effective against the walking dead, and is also extremely useful against evil outsiders. It is constructed exactly like the acid bomb, save that the payload is holy water, not acid. Every creature susceptible to holy water damage within ten feet of the point of detonation will take 8d4 hit points of damage from the holy water, with no saving throw possible, in addition to regular bomb damage. Every creature between ten and 15 feet will take 4d4 hit points of damage, and may attempt a Reflex saving throw (DC 15) to take half damage. Every creature between 15 and 20 feet will take 2d4 hit points of damage, and may attempt a Reflex saving throw (DC 10) to take half damage.

Holy Water Bomb: 400 gp; 40 lb.

Lightning Bomb

As destructive and terrifyingly impressive as the detonation of a lightning bomb can be, it has a far smaller area of effect than most other bombs, concentrating its destructive power within a ten-foot radius of the point of impact. The lightning bomb shares the standard thunderstone and alchemist fire core, but carries a payload of a full score of globes of bottled lightning. Its area of effect is limited as it is by the construction of these globes, which cannot survive the detonation of the bomb, even if wrapped in padding like the thunderstone bomb. Therefore, the payload of the bomb cannot be scattered as is the case with most bombs, concentrating its full destruction in a small area. For this reason, the lightning bomb is more commonly used against a single foe than other bombs. When it detonates, the lightning bomb creates a virtual spider's web of lancing bolts of electricity, arcing crazily throughout its area of effect, the appearance of which is enough to put a *chain lightning* spell to shame, though the lightning bomb deals far less damage. A creature struck directly by a lightning bomb will take 6d6 damage from the electricity, in addition to the standard 2d6 hit points of damage from the blast of the bomb. Every creature not directly struck, but still within ten feet of the point of detonation, will take 4d6 damage from the blast, in addition to base bomb damage, and is entitled to a Reflex saving throw (DC 20) to cut the damage in half. Creatures further than ten feet from the point of detonation are unaffected.

Lightning Bomb: 750 gp; 35 lb.

Midnight Bomb

Unlike other bombs, the midnight bomb is designed less to deal damage than to instill panic in an enemy. It shares the same basic construction as other bombs, but carries a unique payload. The top of the wooden shell of the midnight bomb has a hinged opening in it, enabling it to be opened and loaded at the last minute before the rider intending to drop it takes to the air, a vital asset, considering that this bomb makes use of the *darkness* spell. The payload of a midnight bomb is a cluster of hard rubber balls, each one an inch or so in diameter, and each with a *darkness* spell cast on it. Once enspelled, the balls are sealed inside the bomb's wooden case, which contains the *darkness* from the balls until the bomb is used. The number of balls in the bomb, obviously, depends on the number of *darkness* spells available, but in any case cannot exceed 50.

When the bomb detonates, it deals normal bomb damage (2d6 points of damage, Reflex save for half) on all creatures within ten feet of the detonation. The rubber balls, freed from the wooden case and empowered by the kinetic force of the explosion, are fired out from the point of impact, travelling 10 to 100 feet in a random direction (Games Masters should roll 1d8 to determine the path each ball follows), establishing 20-foot radius hemispheres of magical *darkness* throughout the ranks of the enemy. If a ball happens to impact an unyielding object, such as a wall or a tree, its trajectory is altered. For the sake of simplicity, if the ball hits such an object at a 90-degree angle, it will reverse its course, traveling back toward the point of the bomb blast for the remainder of its ten to 100 foot movement. If the ball hits the unyielding object at an angle, it will bounce off the object at an identical angle and continue moving.

Midnight Bomb: 200 gp (not including price of *darkness* spells, if any); 20 lb.

Noon Bomb

Initially created as a bomb to be dropped at night, the noon bomb is also uniquely suited to be used against the drow, or any other foe that has ventured in force from the Underdeep to wage war upon the surface. It shares the same alchemist's fire and thunderstone core that other bombs have, but its payload is, like the midnight bomb, not intended to cause direct harm. Rather, the noon bomb has a payload of two dozen starstones packed inside it. When the bomb detonates, causing regular bomb damage, the starstones are flung outward from the blast, traveling from ten to 60 feet in a random direction from the point of detonation

(Games Masters should roll 1d8 to determine the path each starstone follows). The heat of the exploding alchemist's fire ignites the starstones, bathing the area around the blast in bright light. With night's concealment gone, this light can be used to aim other bombs, or it can be used as a target point for catapults and other siege engines. Noon bombs were initially constructed using sunrods, but once Tathiela d'Rulln of The Alchemist's Pestle discovered the construction of starstones, Tandos Ravenfoot immediately switched to them. A bomb delivering a payload of sunrods is still possible, but less effective. The sunrods are ignited by the force of the bomb's explosion, and are flung outward from the blast to a radius of from ten to 30 feet.

Noon Bomb: 450 gp; 35 lb.

Ooze Bomb

The ooze bomb is the rarest of the bombs, not because of any lack of efficacy, but rather because of the danger and difficulty of preparing it for release. It is constructed much like the acid bomb, except that instead of four separate flasks, it contains one enormous ceramic bowl inside, with a hole in the middle for the usual core of alchemist's fire and thunderstone. This ceramic reservoir is intended to contain a jelly, ooze or slime (see *MM, Ooze*). When the bomb explodes, the ooze inside is splattered over everything within a 15-foot radius of the point of detonation. The great danger in preparing this bomb, obviously, is getting the ooze inside the bomb in the first place. The difficulty lies in finding a species that is immune to fire, or finding a way to give the thing resistance against fire damage. Otherwise, the explosion of the bomb will quite possibly destroy the creature inside, making the ooze bomb an expensive and extremely weak version of a fire bomb. The exact damage done to creatures struck by the ooze after the bomb explodes is entirely dependent upon which creature the bomb is carrying as its payload. There is no saving throw to avoid the effects of a fully-armed ooze bomb. Note that Tandos Ravenfoot does not stock or carry oozes of any kind in The Beast Within, though he will sell the bombs to anyone interested in finding an ooze and loading it into the bomb.

Ooze Bomb: 200 gp; 30 lb. (price and weight given for an unloaded bomb)

Poison Bomb

Dangerous and dishonourable, the poison bomb is a deadly weapon. The inner core of alchemist's fire in one of these bombs is surrounded by thin bladders filled with poison. In the case of an injected poison, the bladders are also filled with small shards of metal to help deliver the poison. Poisons delivered by means of a poison bomb are either contact, injected or inhaled poisons. It takes a full 40 doses of poison to fill up the reservoirs of a poison bomb, making this weapon at least as expensive as it is dangerous. The poison bomb does bomb damage in addition to the effects of its deadly payload.

A poison bomb filled with contact poison will affect everyone within five feet of the detonation automatically, with no saving throw possible to avoid the poison (saving throws against the poison's effects are still possible, of course). Everyone within 15 feet of the detonation will be required to make a Reflex save (DC 20) to avoid the spray of poison. Those within ten feet of the detonation suffer an automatic –4 penalty on their Reflex saves.

A poison bomb filled with inhaled poison creates a poisonous cloud with a 30-foot radius.

A poison bomb filled with injected poison is the deadliest of all poison bombs. Everyone within a ten-foot radius of the detonation will be struck by 1d8 doses of the poison, with no saving throw to avoid the swarms of hot, poisoned metal flying through the air (saving throws against the poison's effects are still possible). Everyone between ten and 20 feet of the explosion must make a Reflex save (DC 20) to avoid being hit by a shard of poisoned metal.

Poison Bomb: 150 gp + price of 40 doses of poison to be used in the bomb; 25 lb. (weight given is without the bomb's poison payload)

Tanglefoot Bomb

A tanglefoot bomb is essentially an enormous tanglefoot bag (see *Player's Handbook*, Chapter 7, Equipment, Special Substances and Items), though it still has the thunderstone and alchemist's fire core. When it strikes the ground, it explodes in a huge spray of tanglefoot glue. All creatures within ten feet of the detonation are automatically struck by the goo. Creatures between ten and 30 feet from the point of detonation are allowed a Reflex saving throw (DC 15) to avoid the glue. The tanglefoot bomb still deals normal bomb damage of 2d6 from the fire and flying fragments of wood.

Tanglefoot Bomb: 500 gp; 60 lb.

Thunderstone Bomb

It is usually assumed the thunderstone bomb is simply one enormous thunderstone. Or, failing that, that it is simply a normal bomb filled with thunderstones that detonate together at the point of impact. The second supposition is closer to the truth, but the actual design of the thunderstone bomb is more ingenious than that. The bomb carries a payload of two dozen thunderstones, all wrapped in cotton batting. The thick cotton absorbs enough of the kinetic energy of the bomb blast to prevent the thunderstones from detonating along with the bomb's alchemist's fire core. The thunderstones are expelled from the explosion like shrapnel, fired outward at a colossal speed, their cotton cocoons burned off in a blink of an eye by the intense heat of the explosion. By the time the thunderstones have travelled five feet from the point of detonation, the cotton surrounding them has been burned and blasted enough that it is no longer effective in protecting the thunderstones from direct impact. Each thunderstone is expelled in a random direction (Games Masters should roll 1d8 to determine the path each thunderstone follows), travelling anywhere from ten to 50 feet from the point of impact.

A thunderstone passing through an occupied square has a 50% chance to strike the creature or object in that square, detonating as it does. Such is the speed at which the thunderstones are travelling that any creature hit by one will take 1d6 hit points of damage from the impact, in addition to the possibility of being deafened by the thunderstone. A thunderstone that does not hit a creature or object will usually detonate when it strikes the ground at the end of its ten to 50-foot journey. However, as a general rule of thumb, any given thunderstone has a 25% chance of *not* detonating when it hits the earth. Games Masters may feel free to adjust that percentage up or down depending on the consistency of the ground struck by the thunderstone (in muddy conditions, it may be as high as 50%, while on a barren expanse of rock, it may be as low as 10%). Used effectively on a massed enemy, the thunderstone bomb could conceivably render every enemy within 60 feet of the point of the bomb's detonation deaf.

Thunderstone Bomb: 800 gp; 45 lb.

For Every Occasion: Special Clothing

The tinkling of a dozen tiny bells announces your entrance as you push the heavy wooden door open. Before your eyes can adjust to the light, let alone take in the riot of colours all about you, you see a heavyset but impeccably dressed woman on the far side of middle age coming towards you quickly, somehow navigating her way through the dense forest of the shop's inventory without incident. 'Do come in, do come in', she croons as she approaches and comes to a stop directly before you. 'My word! Well, I can see why you've come, dear. I only hope it's not too late. Are those really clothes? I don't care what you do for a living, dear, there is simply no excuse for dressing yourself in tha ... well, whatever it is. Is it a horse blanket? Oh, never mind that now. We'll burn it and it will be our little secret. Now, how can I help you today? Perhaps a whole new wardrobe? Have you a ball to attend or do you have something less public in mind? Come, I'll show you to a room where you can take that off – I do hope it's not stuck to you – and we can get started. No matter what you need, we can make it for you. Remember, for every occasion come to For Every Occasion.'

Tucked away in a corner of the Marketplace of Marvels, just inside a narrow alleyway, For Every Occasion is larger than it seems from the outside. The storefront is unremarkable, merely a small sign hanging above a wooden door, with a single, heavily-draped window in the wall beside it. Despite this modest appearance, however, For Every Occasion does a booming business, counting the region's wealthiest men and women, as well as quite a few nobles, among its clients. The socially respectable are not the sum of For Every Occasion's clientele, however, and not all of the shop's business is strictly legitimate. Thieves, assassins and smugglers frequent the shop as well, buying clothing that is uniquely suited to their line of work.

The interior of For Every Occasion is long and narrow, stretching back away from the street and brightly lit with glass globes containing *continual flame* spells. Clothes and bolts of fabric are everywhere, in every colour imaginable. Thick swaths of cloth drape from the ceiling, dividing the long shop into multiple rooms. Very nearly every surface within For Every Occasion is polished, gilded or wrapped in cloth, in a decor that straddles the line between opulent and gaudy. The front areas of the shop are given over to business that has made For Every Occasion so famous; the design and tailoring of custom garments for the very wealthy. Farther back in the shop are racks and shelves of clothes of nearly every description, from billowing robes designed for desert wear to the thick, stiff cloth one needs to survive in the arctic. Finally, at the back of the shop, hidden in a maze of cloth-draped rooms, is the area given over to the business that has made For Every Occasion a favourite of those who have chosen a less socially respectable line of work. From hidden pockets to garrote buttons, every conceivable sneaky or nefarious addition to clothing can be had in the back rooms of the shop.

For Every Occasion is owned and operated solely by Jahlia Burrens, a hefty woman in her middle years. Confident, loud and possessed of a dominating demeanor said to be enough to intimidate a paladin, Jahlia is famed for never wearing the same piece of clothing twice. In the 15 years that have come and gone since Jahlia first appeared in town and opened her store in the Marketplace of Marvels, she has never hired a single employee. Despite this, she still creates, modifies and repairs clothing in half the time any other tailor in the city requires to do the job. This has given rise to numerous rumours about Jahlia and her uncanny speed, from those who whisper knowingly of a dungeon filled with slaves chained to looms and spinning wheels beneath For Every Occasion to those who insist that Jahlia owns a magical loom that

does all the work for her. When asked, Jahlia simply smiles and declaims her ardent belief in the virtues of hard work.

Guessing how Jahlia manages to create as much clothing as she does, as quickly as she does, has become something of a parlour game for those with the time and inclination to indulge in such pastimes. Jahlia herself has become something of a celebrity in recent years, and is frequently a guest at balls and feasts thrown by the nobles and the wealthy. As a result of this, For Every Occasion usually closes earlier than it once did, but somehow Jahlia still manages to produce as much clothing as she ever has.

Clothing

Along with almost every manner of clothing imaginable, from work boots to jeweled capes, Jahlia offers a selection of truly unusual clothing in her shop. From the armoured bodysuit to the floating girdle, these items of clothing are designed with eye more toward survival than fashion.

Bodysuit

The bodysuit is an alchemically treated garment, usually but not always made of silk, which seems on first inspection as though it is sized to fit on a child's doll. However, the changes alchemy has worked on the cloth allow it to stretch dramatically, creating a garment that can be worn by a Medium-sized creature. The bodysuit clings tightly to the body of the wearer, and is a comfortable, if not terribly modest, item of clothing. Additionally, because it fits so closely against the wearer's skin, providing no slack whatsoever, all grapple attempts against the wearer of a bodysuit suffer a –1 penalty on the attack roll.

Bodysuit: 55 gp; 2 lb.

Bodysuit, Armoured

This garment functions in most ways just like a normal bodysuit, except that it is made of leather and actually provides the wearer with limited armour protection. However, the leather of its construction is easier to grip than the silk of a normal bodysuit; therefore, the armoured bodysuit provides no assistance to the wearer against a grapple attempt. The armoured bodysuit may be worn beneath other armour.

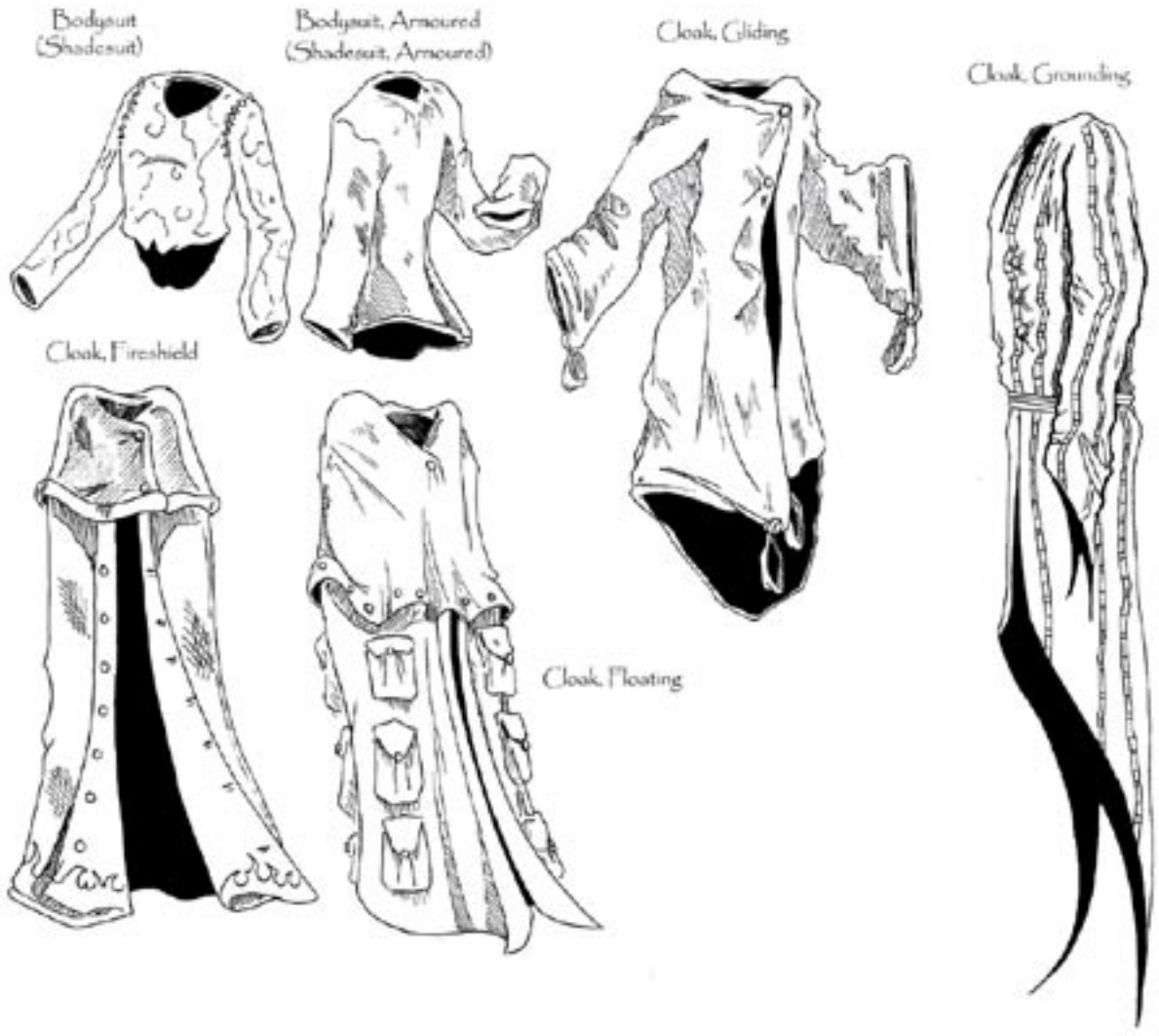
Bodysuit, Armoured: Light Armour; 125 gp; AC +1; Max Dex +6; Check 0; SF 5%; Spd 30 ft/20 ft.; 8 lb.

Cloak, Fireshield

A fireshield cloak, though it is a potentially lifesaving device, is also a cumbersome and troublesome item to wear. Regardless, many adventurers, particularly those without the financial and magical resources to acquire a sorcerous means of resisting the searing heat of fires, both magical and mundane, swear by these cloaks, and maintain that the time and trouble required to keep them operating correctly is a very small price to pay for the protection they provide.

When purchased, a fireshield cloak is almost as light as a normal cloak, but it is also useless as a protective measure against fire damage. In order for it to serve its purpose, a fireshield cloak must be immersed in water. The cloak itself is made of two layers of fine wool, between which is a thick layer of alchemically infused plant fibre, which is able to absorb and hold an amazing amount of water without substantially altering the bulk of the cloak, though naturally the weight increases. When filled with water (a process that takes about one full minute of immersion), the fireshield cloak weighs a full 23 pounds, 20 of which are water. As soon as it is removed from the water, the fireshield cloak begins to dry out, losing about one pound of weight every hour.

When full, the fireshield cloak offers the wearer a significant amount of protection against fire damage, reducing any incoming fire damage by one point per die of damage (with a minimum of one point of damage per die). Therefore, a *fireball* spell that would normally deal 5d6 points of fire damage instead deals 5d6–5 points of damage to the wearer of a fireshield cloak. This protection remains active until the cloak has lost about half the water it carries (roughly



ten hours from the point it was filled), after which time the cloak is no longer able to protect against the intense heat of magical fire. The cloak will continue to protect the user against normal and alchemical fire for roughly another five hours, after which time the fireshield cloak is too dry to offer the wearer any protection whatsoever. Protecting the wearer against fire-based attacks also causes the cloak to dry out prematurely. For every die of damage reduced by the fireshield cloak, one 'pound' of water is evaporated from it. In the above example of a 5d6 *fireball*, the cloak would lose five pounds of water protecting its wearer against the attack. If the wearer of a fireshield cloak sustains a single fire attack which does more dice of damage than the cloak has water remaining, the cloak is destroyed.

Cloak, Fireshield: 150 gp; 3 lb.

Cloak, Floating

Usually, a cloak is the first article of clothing shed when the wearer finds himself suddenly and unexpectedly plunged into the water, as its sodden weight threatens to pull even an experienced swimmer toward a watery death. The floating cloak, however, is a boon in such a situation, not a burden. The cloak has several large pockets inside it, lined with oilskin and fitted with a drawstring closure. In normal use, these pockets make for handy storage. Upon

immersion in water, however, they serve a much more important purpose, trapping and holding air to keep the cloak's wearer afloat. It is then a simple matter to close the drawstrings on the cloak's pockets, holding the air inside the pockets. A character wearing a floating cloak receives a +5 circumstance bonus to his Swim skill check in order to stay afloat or to swim on the surface, though he cannot swim downward while wearing the cloak.

Even with the drawstrings closed, however, the pockets are not airtight, and will slowly begin leaking air. For the first ten minutes spent in the water, the floating cloak provides a +5 circumstance bonus to all Swim checks. Between ten and 20 minutes, the bonus decreases to +3, then to +1 between 20 and 30 minutes. After half an hour, the cloak has leaked too much air to be of any benefit to a swimmer whatsoever.

Though far less effective than the floating girdle (see below), the floating cloak remains the more popular item for several reasons. It costs less, it is useful as a garment and it does not look ridiculous when worn as does the floating girdle.

Cloak, Floating: 30 gp; 6 lb.

Cloak, Gliding

This rather optimistically-named article of clothing does not allow its wearer to glide so much as it allows him to fall more slowly. At first glance, it appears to be a rather ordinary, though large, cloak. However, the gliding cloak contains several modifications that differentiate it from the normal cloak. The hems of the cloak are reinforced with thick straps of tough leather sewn into the hem itself. Four leather loops are attached to these straps, two at the bottom corners of the cloak and two at the height of the wearer's outstretched arms. Sewn into the lining of the cloak are four wide pockets, often used to store possessions but intended to catch air while the cloak is being used to glide, slowing the wearer's descent. When the wearer of the gliding cloak wishes to use the garment for its intended purpose, he slips his feet into the bottom two leather loops and seizes the top two with his hands. Holding himself in a spread-eagle position, he then leaps off into the air and begins to fall. The cloak slows his fall, however, allowing him to take only half damage from the first 40 feet of the fall. After the 40-foot point, he has picked up too much speed for the gliding cloak to offer any benefit. The cloak's wearer will fall in a nearly straight line, moving only ten feet horizontally for every 40 feet he falls. The maximum weight the cloak is able to affect is 150 pounds. Any more mass than that simply overwhelms the gliding cloak's feeble abilities.

To gain any benefit from the gliding cloak, the character must spend a move action readying the cloak for the plunge. Therefore, a character who suddenly and unexpectedly falls (for example, if the character inadvertently triggers a pit trap) will gain no benefit from wearing the gliding cloak.

Cloak, Gliding: 100 gp; 5 lb.

Cloak, Grounding

This simple but extremely effective invention has actually caused a number of area wizards and sorcerers to reduce, if not curtail entirely, the use of attack spells based on electrical damage.

The grounding cloak looks, for the most part, like a normal cloak, save that it has a long tail descending from the middle of the bottom hem that drags along the ground behind the wearer. Despite appearances, however, the grounding cloak requires an entirely different construction than does a normal cloak. Interspersed among the threads of fine wool are literally hundreds of fine copper filaments, woven into the fabric of the cloak and gathered together along the bottom hem, running in a stiff trunk down the cloak's 'tail'.

The copper fibres of the cloak serve to partially ground out any incoming electrical damage, providing the grounding cloak's wearer with some degree of protection against *lightning bolt* and similar spells. One hit point from

each die of electrical damage (with a minimum of one point of damage per die) is directed through the cloak's tail and into the ground. Therefore, a *lightning bolt* spell that would normally deal 5d6 points of electrical damage instead deals 5d6–5 points of damage to the wearer of a grounding cloak. For each die of damage reduced in this manner, there is a 5% chance that the cloak's delicate mesh of copper fibre will become fused and useless, effectively ending the cloak's ability to reduce incoming electrical damage.

Cloak, Grounding: 300 gp; 8 lb.

Cloak, Winter Wolf

This handsome cloak is made from the pelt of a winter wolf. It is pure white and expertly crafted for appearance, comfort and long wear. Though unbearably hot in warmer climes, the traveller venturing into the bitter cold of northern lands will come to appreciate this cloak. It is useful not only for keeping the wearer dry, but also for keeping him warm even in a bitter freeze. A properly made winter wolf cloak imparts the wearer with cold resistance 3.

Cloak, Winter Wolf: 300 gp; 5 lb.

Coat, Hooked

A favourite of barroom brawlers and back-alley warriors, the hooked coat is a simple, if dishonourable, ace in the hole. The coat can be made in practically any fashion or appearance, but is generally only made in styles that have some kind of lapel or flap. To make a hooked

coat without such qualities makes it a much less effective item, as there is then no way to hide what it is.

A hooked coat has dozens of tiny fishing hooks sewn into the back of the lapels (or other flaps), hiding them completely from view. They are usually placed far enough apart to minimise any risk of the hooks bumping into one another and giving away their presence with the sound they make. The hooks hang there, serving no purpose at all, until someone makes a grapple attack against the wearer of the hooked coat. The hooks deal one hit point of damage against the attacker, who is allowed to make a Reflex saving throw (DC 10) in order to pull back from his grapple attempt. If he fails his save (or declines to make it, preferring to secure the grapple), he takes 1d2 points of damage and is snared by the coat's hooks. The hooks cause no further damage until the hooked attacker tries to free himself of them, when he takes an additional 1d2 points of damage. If the attacker makes his Reflex saving throw and pulls back from his grapple attempt, he can try to grapple again the next round, though he must take a –2 penalty on his attack roll to make sure he avoids the hooks.

Coat, Hooked: 10 gp; 4 lb.

Dueling Cape

Though it is not uncommon for people to go armed at all times, carrying about armour or a shield is a different story. For the individual who wants an alternative to his trusty shield, there is the dueling cape. Constructed of heavy velvet and shot through with hundreds of metal threads, the dueling cape is a stouter garment than it seems. It drapes from the neck of the wearer, hanging down his back. Generally, the left side of a dueling cape is longer than the right, hanging all the way to the level of the wearer's knees, while the right side drapes only to his waist (on a left-handed wearer, this is reversed). If the wearer of the dueling cape finds himself in combat, he may, as a move action, grab the lower corner of his cape and wrap the slack around his arm. The heavy material of the cape acts as an impromptu buckler, increasing the armour class of the wearer by one for as long as the cape holds out. As sturdy as the cape's construction is, it is not truly armour and will almost surely be destroyed in a protracted battle. Any blow that strikes the dueling cape (that is, any blow that would have hit the cape's wearer if not for the cape) deals its damage directly to the cape itself. A dueling cape has a hardness of 5 and 5 hit points. Once the cape's hit points are gone, it is too badly damaged to continue functioning as a buckler. Though the dueling cape can be repaired with a needle and thread, it is impossible to repair the damage of a fight without the repairs being obvious, unless magic is used. For that reason, many people prefer to simply buy a new cape.

Dueling Cape: 45 gp; 4 lb.

Girdle, Floating

Jahlia claims the idea for this garment came originally from Rolo, the owner of Treasures from Afar. Jahlia purchases a number of her more exotic fabrics and materials from him, from the finest silk of the east to the fantastic rubber of the south. For his part, Rolo seems reticent to speak about Jahlia, but will confirm that he has seen a device similar to her floating belt amongst a nation of fishermen far to the south and west.

The floating girdle, though it is worn like a belt, serves none of the normal purposes of such an item. It does not hold one's breeches up, nor can it be used for storage, lacking anything resembling a useful pocket or pouch. The floating girdle is in fact one big mass of pouches, but none of them are accessible, having been sealed shut at the time of the item's creation. The girdle is fashioned of leather, one full foot from top to bottom, and extends outward six inches from the body in all directions, making it a rather cumbersome piece of clothing. The girdle has from eight to 16 pouches, depending on the size of the person for whom it is intended, which are also made of leather around a thin rubber shell. Sealed inside is nothing but air.

The girdle is all but useless on land, but it is not truly intended to be worn on shore. Rather, it is meant to be worn at sea, to keep the wearer safe should he find himself unexpectedly flung overboard into the sea. The floating girdle is naturally buoyant, and will keep the character wearing it afloat indefinitely, provided he does not weigh too much for the girdle to support. Each sealed pouch of the floating girdle can support 20 pounds independently. Therefore, a girdle with ten pouches can support a 200-pound man. Note that the weight of any equipment carried also counts against the capacity of the floating girdle.

Girdle, Floating: 5 gp + 15 gp for each pouch

Shadesuit

The shadesuit is an enhanced version of the bodysuit. The colour of the shadesuit seems to be a weird mottling of blacks, greys, blues and purples, but closer inspection reveals that these colours shift with the way light hits the suit. The garment shifts its shades and colours to approximate the light and darkness around it, providing the wearer of the shadesuit with a limited chameleon ability when in shadow. In a shadowy or poorly lit area, the wearer of the shadesuit receives a +2 circumstance bonus to any Hide skill checks. The shadesuit cannot mimic colours other than black, grey, blue and purple, however, making it useless as camouflage in places like a brightly lit meadow. Additionally, the silk material of a shadesuit is slick to the touch, and fits so tightly to the wearer's skin that any grapple attempts against him suffer a –1 penalty on the attack roll.

Shadesuit: 350 gp; 2 lb.

Shadesuit, Armoured

The armoured shadesuit is, like the armoured bodysuit, merely an armoured version of the base item. The material of the armoured shadesuit is leather, granting the wearer a +1 bonus to armour class. Like the armoured bodysuit, the armoured shadesuit provides no assistance against grapple attempts. The armoured shadesuit may be worn beneath other armour.

Shadesuit, Armoured: Light Armour; 500 gp; AC +1; Max Dex +6; Check 0; SF 5%; Spd 30 ft./20ft.; 8 lb.

Watersuit

This lightweight, slippery garment is made of a material that feels wholly alien and strange, though not unpleasant. What exactly it is Jahlia will not say, other than to claim it was created in a distant land. It is actually made of three fibres: silk, spidersilk and rubber. By weaving the three together, Jahlia is able to create an incredibly thin, light, elastic fabric that conforms to the wearer's body.

A watersuit has no particular benefits to the wearer on dry land, but once in the water, the wearer will notice a definitive effect on his ability to swim. A watersuit allows the wearer to almost slice through the water, sliding through it with incredible ease. Wearing a watersuit grants a character a +2 circumstance bonus on all Swim skill checks, and increases his speed through the water by five, though a land-based creature cannot exceed his normal movement rate in the water, even with the use of this item.

Despite the tremendous quality of a watersuit's construction, it is still a mundane item, and the benefits it provides are only applicable if no other clothing or armour is worn. Watersuits come in several different designs for men and women and can be dyed with a variety of colours.

Watersuit: 100 gp; 1 lb.

Watersuit, Insulated

An insulated watersuit is like a normal watersuit in many ways, save that it contains far more rubber, giving it a bulky, thick appearance. An insulated watersuit grants the character all the bonuses to the Swim skill and swimming speed granted by a normal watersuit, but is designed to also protect the character from the bone-chilling

cold of northern waters (or very deep waters, for that matter).

A character wearing an insulated watersuit may add a +2 circumstance bonus to all Fortitude saving throws against exposure to cold weather. The insulated watersuit is far too hot to wear in warmer climes, and will quickly become intolerably hot in any temperature above 60 degrees.

Watersuit, Insulated: 200 gp; 5 lb.

Masterwork Clothing

Despite the variety of unusual and useful clothing Jahlia offers for sale to the customers of For Every Occasion, the lion's share of her income is from her masterwork clothing, garments of such fine quality that even the most strictly functional of them are beautiful to look upon, as much like works of art as they are articles of clothing. The wealthy classes and the nobility come from miles around for the outstanding work Jahlia seems to turn out so easily, and a few of her most loyal and enthusiastic customers have all but spent themselves into poverty, buying a new wardrobe of Jahlia's beautiful clothing for every season.

As should be expected from items of such quality, each of Jahlia's masterwork pieces imparts a bonus of some kind to the wearer, whether it be additional protection from the elements or a slight edge in communication attempts. The items listed below indicate the most common masterwork items created by Jahlia. However, she is only too happy to take requests and special orders. Should the Player Characters desire a masterwork piece of clothing not listed below, Jahlia will gladly make it for them. Masterwork clothing is commonly priced 50 to 100 gp higher than a similar, non-masterwork item would be.

Aba, Masterwork

These desert robes are made of a light fabric, covering the whole body and typically brown or white in colour. A humanoid will usually wear several layers of these fabrics, with light colours worn under dark colours. In hot or dry climates, an aba helps prevent perspiration, allowing the wearer to retain water. In temperatures up to 140 degrees, the masterwork aba provides a +6 circumstance bonus to all Fortitude saves made against heat exhaustion and nonlethal damage due to heat. However, characters suffering from thirst or in environments with high humidity do not benefit from wearing a masterwork aba. A character must be shown how to wear an aba properly. If the character does not have a guide, he must succeed in a Survival skill check (DC 10) when he first tries to wear an aba.

Jahlia's masterwork abas are of exceptional quality, a fact which is apparent to any individual accustomed to wearing this manner of clothing. In the company of desert nomads, or any other culture in which the aba is the common article of clothing, the wearer of a masterwork aba gains a +1 circumstance bonus to all Diplomacy skill checks made against such people.

Aba, Masterwork: 130 gp; 2 lb.

Cold Weather Outfit, Masterwork

Jahlia's masterwork cold weather outfit stands head and shoulders above the more common variety. It consists of a thick woolen coat, linen shirt, wool cap, heavy cloak, thick trousers or skirt and boots. Each of these items is lined with silk to insure maximum warmth. When wearing a masterwork cold weather outfit, characters may add a +8 circumstance bonus to all Fortitude saving throws against exposure to cold weather.

Cold Weather Outfit, Masterwork: 100 gp; 8 lb.

Doublet, Masterwork

The masterwork doublet is presented here as an example of men's fashions available at For Every Occasion. Common to many cultures, a doublet can be made with literally dozens of different cuts and styles. Jahlia's masterwork doublets are usually crafted of the finest velvet and lined with silk, incorporating semi-precious

(or, for a higher price, truly precious) stones as its buttons. Such doublets are easily the equal of anything found in a noble's outfit purchased at a lesser clothier. Wearing such a doublet grants a character a +2 circumstance bonus to any Diplomacy skill checks made against a member of the noble or wealthy classes, as such people will recognise the character as one of their own. Wearing such a doublet will also grant a character a +2 circumstance bonus to any Intimidate skill checks made against a member of the commoner or labourer classes, as such people will recognise the character as one of their social betters.

The price given is the base price for a masterwork doublet from For Every Occasion. A customer desiring an even richer garment can certainly have one made, and Jahlia is expert at pointing out the benefits of 'upgrading' one's clothing in this way, accenting the base masterwork doublet with slashes of cloth of gold, threads of precious metals and gemstone accents. It is possible for a character to spend as much as he is willing to part with for a truly ornate masterwork doublet.

Doublet, Masterwork: 150 gp; 1 lb.

Dress, Masterwork

The masterwork dress is presented here as an example of ladies' fashions available at For Every Occasion. Indeed, Jahlia's expert craftsmanship as a dressmaker is what initially earned her a reputation as one of the finest seamstresses and tailors in the city. As the years passed and her creations grew more and more beautiful, For Every Occasion became the only place from which a woman of refined taste and sophistication would purchase a dress.

The dress is among the most common articles of female clothing in many cultures, and can be created in a nearly limitless number of styles and cuts. Jahlia crafts her masterwork dresses to each customer's wishes, taking careful measurements to ensure a perfect fit. She uses the finest silk imported from the distant east when fashioning a new dress, though if the customer prefers a different fabric, that is certainly possible as well. Jahlia's masterwork dresses are famous, and are easily the equal of anything found in a noble's outfit purchased at a lesser clothier. Wearing such a dress grants a character a +2 circumstance bonus to any Diplomacy skill checks made against a member of the noble or wealthy classes, as such people will recognise the character as one of their own. Wearing such a dress will also grant a character a +2 circumstance bonus to any Intimidate skill checks made against a member of the commoner or labourer classes, as such people will recognise the character as one of their social betters. However, as women's fashions are fickle and change often, the circumstance bonus to Diplomacy will only be effective for one year, before the wearer of the dress is considered hopelessly out of touch.

The price given is the base price for a masterwork dress from For Every Occasion. A customer desiring an even richer garment can certainly have one made, and Jahlia is expert at pointing out the benefits of 'upgrading' one's clothing in this way, accenting the base masterwork dress with slashes of cloth of gold, threads of precious metals and gemstone accents. It is possible for a character to spend as much as she is willing to part with for a truly ornate masterwork dress.

Dress, Masterwork: 225 gp; 3 lb.

Entertainer's Outfit, Masterwork

A masterwork entertainer's outfit is very nearly entertaining in and of itself, so well-suited is it to its purpose. It is a set of flashy, perhaps even gaudy, clothes for entertaining. While the outfit looks whimsical, its practical design lets a character tumble, dance, walk a tightrope or just run (if the audience turns ugly). The latter use is rarely required, however, as a masterwork entertainer's outfit does some of the entertainer's work for him, adding a +2 circumstance bonus to any Perform skill checks the entertainer makes while wearing it.

Entertainer's Outfit, Masterwork: 100 gp; 4 lb.

Hunter's Outfit, Masterwork

The masterwork hunter's outfit is far more commonly found on the noble out enjoying himself on a hunting expedition than on the skilled woodsman prowling for his supper. While the woodsman might insist he does not need the benefits the masterwork hunter's outfit bestows, any hunter would do well to wear it. This outfit consists of clothes designed specifically to hunt. The shirt, breeches and overcoat are all dyed in natural hues to blend in to natural settings and, in addition, the soft-soled boots are quieter than other varieties. Complete with a number of pockets and loops, this set of masterwork clothing is certain to please any outdoor adventurer or hunter. The masterwork hunter's outfit provides a +2 circumstance bonus to all Hide and Move Silently checks while in a natural setting.

Hunter's Outfit, Masterwork: 120 gp; 5 lb.

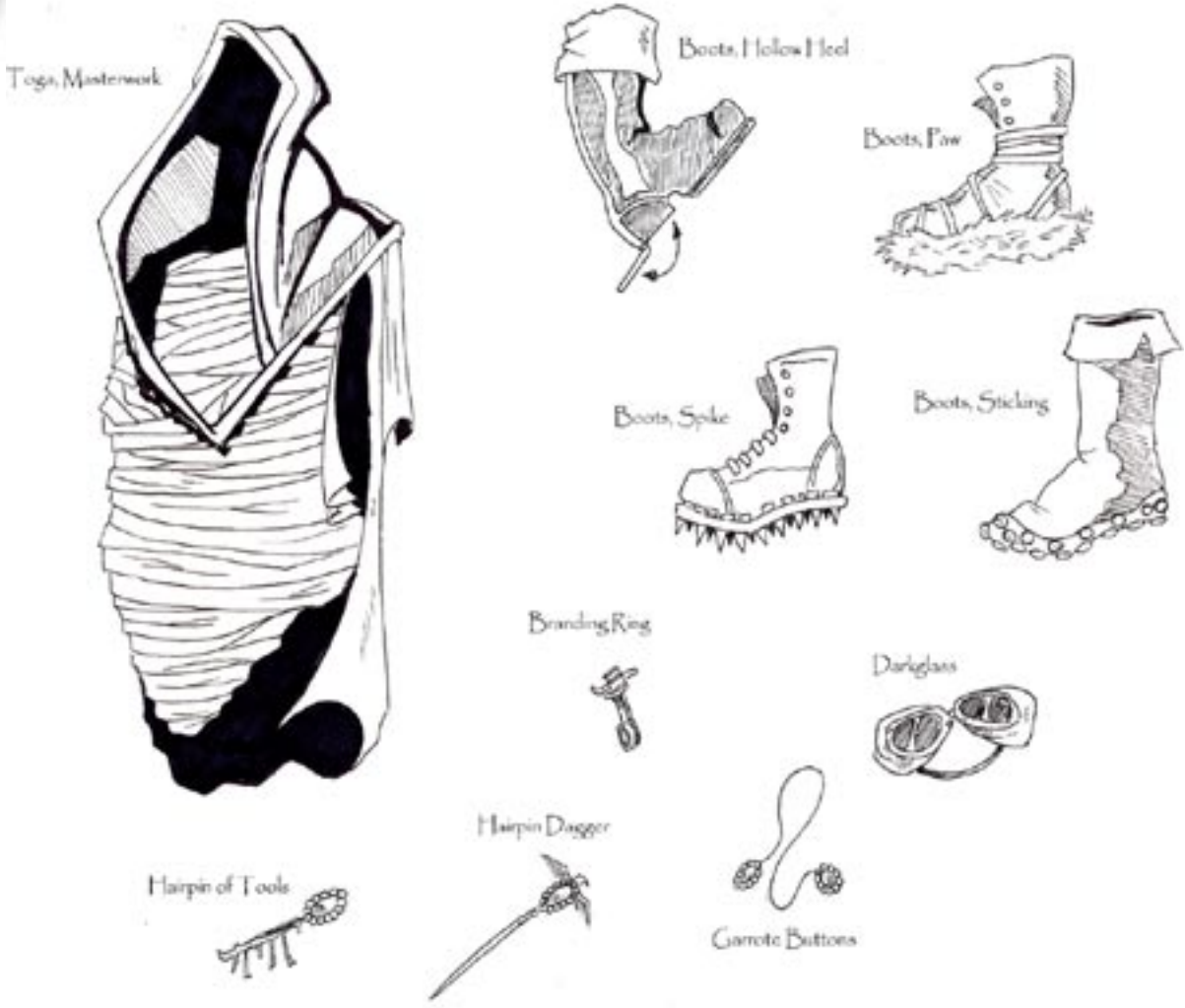
Mountaineer's Outfit, Masterwork

A masterwork mountaineer's outfit is a many-layered affair, with light inner shirts and trousers, heavy, waterproof trousers, a vest, heavy shirt, cloak, belt, boots and a sturdy hat. This outfit allows the traveller to respond quickly to the changing conditions of mountain weather, granting him a +2 circumstance bonus to all Fortitude saving throws against exposure to cold weather or hot weather, as appropriate.

Mountaineer's Outfit, Masterwork: 100 gp; 5 lb.

Toga, Masterwork

Despite clothing similarities found across a number of cultures, many nations of the world have developed entirely different styles of



clothing, where the standard doublet or dress would be as out of place and unwelcome as an orc at an elven birthday party. One example of such a strange article of clothing is the toga, worn by some of the oldest human cultures and presented here as an example of the breadth of Jahlia's inventory. She does a better business in such items than many might think at first glance, as those whose business (or other interests) take them to foreign lands find it is best to blend in with the locals as much as possible.

Essentially an enormous piece of cloth, the toga is worn carefully wrapped around the body. Wrapping a toga is somewhat difficult for the uninitiated. A character must be shown how to wear a toga properly. If the character does not have a guide, he must succeed in a Intelligence ability check (DC 15) when he first tries to wear a toga.

In cultures where the toga is the fashionable article of clothing, the masterwork toga will imbue the character wearing it with the same bonuses as a masterwork doublet or dress.

Toga, Masterwork: 150 gp; 5 lb.

Footwear and Ornaments

As with clothing, Jahlia offers almost any manner of footwear a character might desire, from delicate slippers to iron-shod dwarven boots. In addition to these 'normal' items of footwear, Jahlia also offers a few unusual items she has created over the years.

Boots, Hollow Heel

The hollow heel boot is a simple item that never goes out of style amongst those with something they would like to hide. The hollow heel can be purchased as part of a new pair of boots or, if the customer is willing to part with his own boots for a couple of days, can be added to an existing boot.

The hollow heel of a boot is held securely to the sole of the boot, detaching only when a small, hidden catch near the base of the heel is triggered. Obviously, the amount of material that can be hidden inside a hollow heel boot is fairly limited. Depending on the avocation of the wearer, a hollow heel boot might be used to hold a few small lockpicks, a finger blade, an item of great value such as a rare jewel or even a secret message.

It is possible, though difficult, to detect whether or not someone is wearing hollow heels boots by listening to him walk. With a successful Listen skill check (DC 20), the listener is able to discern the boot heels are hollow. This DC is reduced to 15 if the wearer of the hollow heel boots is running. Games Masters should note that these checks only apply if the wearer of the boots is crossing stone or some other unyielding surface. If the wearer is moving through mud, for example, it is impossible to tell the boot heels are hollow. Examining a boot is the easiest way to determine if it has a hollow heel. Though the catch to release the heel is hidden as well as possible, it can be found with a successful Search skill check (DC 10).

Boots, Hollow Heel (per heel): 10 gp

Boots, Paw

The best way to avoid being tracked and followed is to destroy a trail. When time and lack of equipment make that impossible, however, one must turn to other options, such as this creation by Jahlia. Paw boots are not actually boots at all, but are actually a thick sole intended to be strapped to the bottom of another pair of boots or shoes. On the bottom of the paw boot is the raised relief of a paw. Used correctly, someone walking in paw boots leaves behind a trail that looks on first inspection as though it were left by an animal.

Paw boots come with a variety of designs, mimicking the tracks of animals from dogs to bears. Generally, the purchaser of the paw boots is matched as well as possible, in terms of weight, to the animal represented by the design on the bottom of the boots. Trying to follow the trail left by someone who was using paw boots imposes a –5 penalty on the Survival Skill check of the person trying to track. This penalty only applies until the tracker makes a successful check, once he has determined the tracks his quarry left behind, the paw boots no longer impose a penalty. Though it is possible to run while wearing paw boots, moving at any speed faster than a walk will negate the penalty the paw boots impose on a tracker, as the toe and heel marks left on either side of the false paw print will be obvious.

Boots, Paw (pair): 10 gp

Boots, Spike

Originally designed to be worn on ice, spike boots have become a popular accessory for adventurers in all climes. The sole of the boot is formed of multiple layers of boiled leather, through which are driven a score of short, thick nails. More layers of leather and padding are added atop the nails, preventing them from being pushed up into the foot of the wearer by the pressure of walking or running in the boots. After experimentation with several kinds of metal, Jahlia finally conceded that only adamantine was strong enough to withstand the punishment the nails of a pair of spike boots receive, and now uses adamantine nails exclusively.

Spike boots grant the wearer exceptionally good footing, as the nails naturally dig into almost any surface (only polished stone and metal surfaces offer no bonuses to someone wearing spike boots). On most surfaces, from ice to wood to earth, spike boots impose a –2 penalty on any Trip attempt made against the wearer. On rough stone, that penalty is reduced to –1.

Additionally, spike boots increase any damage the wearer does with a kick attack by one hit point, and act as an adamantine weapon for the purposes of penetrating damage reduction.

There is a trade-off to wearing spike boots, however. The sound of adamantine nails grinding and crunching against the ground imposes significant penalties on any attempt to move silently. Wearers of spike boots suffer a penalty of anything from –2 (for soft earth) to –10 (for metal or stone). An adventurer who is careless about where he wears the boots may find there are other drawbacks, as the boots have a tendency to scar anything they walk across, something that Non-Player Characters from nobles to ship captains may take exception to.

Boots, Spike (pair): 40 gp; 6 lb.

Boots, Sticking

Sticking boots were created as a custom design by a thief named Gorus the Spider, one of Jahlia's most faithful clients. Considering that he wanted to keep the design of these boots secret, and in deference to the amount of money Gorus had spent in her shop, Jahlia kept the existence of these boots a secret for several years. After Gorus died from the poison needle of a trap he could not disarm, however, Jahlia felt that she might as well make the boots available to other clients.

Sticking boots are soft, extremely supple leather boots with a sole made out of the rubber brought back from distant lands by Rolo, the owner of Treasures from Afar. Unlike normal boots, however, the rubber sole of sticking boots curves up and around the toe and heel of the boot. The rubber sole of sticking boots is puckered with a series of designs the look like the underside of an octopus tentacle.

Sticking boots are a extremely specialised design, created to aid a climber attempting to traverse a slippery surface. The rubber puckers on the soles of the boots are able to gain some purchase on even the most slick and slippery surface. The boots do little to help the climber in most situations, though they are perfectly serviceable as climbing boots in any conditions. In the case of a slippery surface, however, the sticking boots prove their worth. The moulded rubber of the soles effectively negates the –5 penalty on Climb skill checks imposed by a slippery surface.

Boots, Sticking (pair): 75 gp

Branding Ring

This large ring looks like it is simply an oversized signet ring, but its primary purpose is cruelty, not identification. The raised seal on the face of the ring is lifted nearly a full inch away from the finger and has a broader head than a common signet ring. The seal of the ring can be heated, usually with a hot coal, until it is as hot as a branding iron. The wearer of the ring is protected from taking any damage from the heat by the elevation of the seal. On a successful unarmed strike using the hand with the ring on it, the heated seal deals an additional one hit point of heat damage and burns an image of the seal onto the skin of the victim. This is only effective against an unarmoured foe. In order to deal the extra damage and impress its brand, the ring must be used within ten minutes of being heated. A branding ring cannot be used effectively against a foe wearing Medium or heavier armour.

Branding Ring: 10 gp

Darkglass

How and when Jahlia came across the secrets of darkglass construction is something she will not reveal, though very few people are even aware of the existence of such a thing, let alone that it is offered for sale at a clothier like For Every Occasion. Darkglass is originally a drow creation, an alchemically-altered glass that is considered indispensable to drow venturing into the sunlit lands, or to any drow intending to use or be near bright light of any kind. It is a somewhat bulky set of goggles of darkened glass set into a leather headset. Any race that suffers sensitivity to bright light (such as the drow) can wear the darkglass visor without fear of suffering any penalties if exposed to

such light. However, the glass does limit the range of vision, restricting drow to a 90-foot darkvision limit.

Jahlia has refined the creation of darkglass somewhat, and is able to offer it in a slightly less bulky form than that of a headset. However, since the darkglass is useless to a drow unless it is made in such as way as to prevent all outside light from reaching his eyes, it cannot be made much lighter. However, Jahlia is able to offer darkglass lenses, which can be made to fit into the eyeholes of a helmet.

Darkglass Visor: 300 gp; 3 lb.
Darkglass Lenses: 450 gp; 1 lb.

Garrote Buttons

An easy way to get a weapon past even the most conscientious guard is to have it be a part of one's clothing. Garrote buttons accomplish exactly that, and can be added to any piece of clothing, so long as the piece of clothing has two or more buttons. Garrote buttons tend to be large, about the width of the index and middle finger put together, to provide an adequate handle to use the garrote itself. The garrote buttons replace two of the normal buttons on an article of clothing (for example, on a doublet that buttons up the front, they would replace the top and bottom button). The wire of the garrote runs along the inside of a seam of the garment between the two buttons. When the wearer of the garrote buttons wishes to use the weapon, he simply detaches one of the buttons from the wire, pulls the other button and wire out of the clothing, and reattaches the first button (a full round action). With both buttons attached, the garrote is ready for its deadly work.

Garrote Buttons: 25 gp

Hairpin Dagger

A hairpin dagger is designed to allow a lady to bring a weapon with her into almost situation, even a ball at the royal court. It can only be worn effectively with long hair, which must be swept up to conceal the long, sheathed pin of the hairpin dagger. The hilt of the dagger is disguised as an ornate crest, and features several teeth to hold it in place in a lady's hair.

Drawing the blade of a hairpin dagger is a move equivalent action. The true nature of a hairpin dagger is difficult to determine, as Jahlia has each one made with a different design to the crest. However, a successful Spot skill check (DC 25) will reveal to the viewer that something about the hairpin is unusual. Anyone with the opportunity to actually examine the hairpin dagger will certainly see it for what it is.

The blade of a hairpin dagger is really more of a knife than anything else. As the blade fits into a sheath carefully hidden in the hair, it can be poisoned, then safely carried about without worry of poisoning oneself accidentally. The cost given below is for the most basic model of hairpin dagger. The ornate silver crest can be inlaid with gold or jewels if the customer wishes, though obviously at an additional cost.

Hairpin Dagger: Light Simple Weapon; 100 gp; Dmg (S) 1d3, Dmg (M) 1d4; Critical 19–20/ x2; Range 10 ft.; 1 lb.; Piercing or Slashing

Hairpin of Tools

This item seems to be a relatively simple and attractive ladies' hairpin. Most often fashioned of silver, it has a broad, ornate crest and a dozen long teeth to hold it securely in a woman's hair. However, it is much more than a normal hairpin. Each of the teeth of the hairpin unscrews from the crest to become a fully functional lockpick or thieves' tool. The crest itself can be opened, and contains a small compartment just large enough to hold a tiny blade, a garrote, needles, a few sheets of paper, or any other small item the owner of the hairpin might wish to conceal. Each of these hairpins is made with a different design, and can be commissioned to be made with other precious materials. The price given assumes it is a simple silver hairpin. As each hairpin of tools is unique, it is impossible to identify one for what it is with a Spot skill check. However, if someone has time to hold and study the hairpin, its unique qualities can

be discovered with a successful Search skill check (DC 15).

Hairpin of Tools: 150 gp, 1 lb.

Rope Hem

With wide, thick hems starting to come back into fashion, Jahlia is offering a new garment modification to those customers she feels would both be interested in such an item and can keep its existence secret. A rope hem appears to be nothing more than the latest fashion, a thick hem quilted with several seams running along its length. Actually, the rope hem is an extremely useful modification, at least for those who are interested in sneaking about with a rope. The hem of the garment is actually made of a slender but very strong climbing rope, fashioned of silk and steel. The rope is sewn together and sewn onto the garment itself with a minimum number of loose stitches, allowing it to be easily pulled away from the garment and readied for use (going from hem to climbing-ready rope is a full-round action).

The rope of a rope hem is 50 feet long, and can support a maximum weight of 200 pounds. Obviously, this modification is only practical for garments with long hems, such as the bottom hem of a dress or a cloak (though the waistline hem of a pullover jerkin would also work). The rope is as weak as it is because it must be able to move along with the garment, so as to not arouse suspicion. A garment with a stiff hem, such as a hoop skirt, can be outfitted with a stronger rope, of silk around a core of very thin steel cable, able to support a maximum weight of 500 pounds. Once used, the rope hem can be reattached with a successful Craft (sewing) skill check DC 20.

Rope Hem (normal): +100 gp to price of garment
Rope Hem (stiff): +125 gp to price of garment

Secret Hems

Hiding weapons and items beneath clothing is an old trick, one that is so widely known as to be almost useless. Hiding items inside clothing, however, is much more likely to succeed. A secret hem is the most common means of doing this. Usually placed at the end of a sleeve, bottom hem of a dress at the end of a pants leg, a secret hem is a hidden pouch of sorts created out of the fabric of the garment and sewn shut. It is sewn well enough to stand up to normal wear and tear, but a simple pull by the wearer is enough to open it. A secret hem cannot contain anything heavy without giving away its existence, but it does make an excellent place to store items like lockpicks, garrotes or even a finger blade.

Secret Hems: +5 gp to price of garment for each secret hem

Faella's Fabulous Foodstuffs: Cooking and Meals

The Marketplace's restaurant emits such a myriad of different, contradictory smells, so many hundreds of opposite whiffs, that they cancel each other, the piquant and the smoky, the sweet and the salty, the bland and the pungent; in the end, they combine in an inexpressible blanket of blended aromas, leaving your nostrils with the sensation of having lost a cherished, very important memory. Of course, this very sensation makes the establishment much more enticing, almost forcing you to get closer and, quite literally, see what's cooking.

The sign reads 'Faella's Fabulous Foodstuffs' and the place is absolutely overflowing with people. Everywhere you can see waiters and chefs as well as customers, in a continuous bustle of ordering, buying, packing, sitting, serving, standing, eating, drooling, selling, making lines, waiting and yet eating more. A homely, plump woman – surely Faella herself – stands amidst it all with the stern bearing of the one in charge of taming this unnameable chaos and the kind countenance of the mother of 200 children. She looks your way for a fraction of an instant and immediately motions a busy-looking halfling waiter towards you.

The Marketplace of Marvels, with its endless attractions and merchandise, always draws hundreds of buyers and spectators from every corner of the world. However, there is one stall in the market that is always full and bustling with activity, despite the exquisite art objects, amazing weapons, ingenious inventions and exotic merchandise from other lands – or even other worlds – found in other stalls. This is none other than Faella's Fabulous Foodstuffs, the Marketplace's restaurant. Hungry passers-by can order anything here, from bread and water to exotic delicatessen; from fish and fries to enchanted plates served at fairy courts. Faella's can serve a sumptuous feast for 100 halfling guests, as well as a special, single package of some strange meal to go for a hurried planetouched courier. No matter what you are looking for at the Marketplace, sooner or later you will end up at Faella's.

In addition to the elderly, stern half-orc matron whose name adorns the restaurant sign, the establishment employs a veritable army of skilled chefs and fleet-footed waiters of all races and origins. It is this assortment of races and styles behind Faella's kitchen door that gives the establishment its nearly limitless menu and earns its motto: 'Any Food you Fancy, Faella's Fixes it Fast'.

Regardless of its rightful culinary fame, Faella's is not only a restaurant – it also doubles as a food store, selling spices, fruits, vegetables, sauces and other ingredients for hurried travellers or cooks to take home. The restaurant and food store both specialise in strange and exotic items, including those allegedly found only in other planes; however, even the most mundane items can be found for sale at Faella's, such as apples, trail rations and salt.

Collected Recipes

These are selections from the recipe books of Faella and her best chefs; exotic, unusual or plain fine dishes from all cultures and food groups.

All of these recipes have an associated DC to cook them; a character must succeed at a skill check against this DC to successfully create food out of the indicated recipe. If the check fails, the recipe fails and the dish is not created, or is defective enough so as to lose any special properties it may have (besides tasting worse). Preparing any of these dishes takes time equal to the recipe's DC times 1d4 minutes. In addition,

a character wishing to prepare any of these dishes must spend gold pieces equal to one-half the finished dish's listed price.

Azure Stem Cake

These fist-sized, bluish-white cakes are one of the best-known delicacies offered at Faella's store. They combine the delicious mark of Faella's cuisine mastery with the healing effects of azure stem (see page 98).

A character eating an azure stem cake has its wounds automatically tended, just as if he had been the target of a successful Heal check. Eating one azure stem cake with every meal for one day counts as receiving successful long-term care for that day (see the description of the Heal skill on the *Player's Handbook*). The character must still rest for at least eight hours for the long-term care to have any effect.

As the ingredient they are made from, azure stem cakes can cause addiction. Any creature eating more than three azure stem cakes in a single day must succeed at a Fortitude save (DC 10) or become addicted to them, requiring at least 1d3 azure stem cakes per day to remain active and functional. Otherwise, the creature becomes drowsy and lethargic, suffering a –2 penalty on all checks.

The DC for baking azure stem cakes is 15; a failed azure stem cake has a +2 to the DC of the save to avoid becoming addicted and loses its healing qualities.

Azure Stem Cake: 6 gp; 0 lb.

Bloodbath

A favourite meal among gnolls, this dish is made from fresh blood, raw meat, spices and a combination of sauces and juices increasing its bloody, splattering appearance.

Bloodbath increases a gnoll's appetite and predatory instincts; after finishing a bloodbath plate, any gnoll gains a +2 bonus on all Spot checks made to detect living creatures or fresh blood for one hour. Other creatures receive only half this bonus (+1 on Spot checks) for half the indicated time (30 minutes), plus they must succeed at a Fortitude save (DC 10) or become violently ill for 1d20 minutes after eating the stuff; treat the creature as being nauseated.

A gnoll (only) that eats bloodbath at least once a day for at least one month gains the scent special quality, as detailed in the *MM*. If the gnoll stops consuming bloodbath for even one day, he loses the scent special quality until he spends another full month eating bloodbath daily.

A non-gnoll that eats bloodbath frequently gains a taste for humanoid flesh, and from that moment on can eat and enjoy such flesh exactly as a gnoll can.

The DC for cooking a bloodbath is ten; a failed bloodbath has a +2 to the DC of the save to avoid becoming nauseated and does not give any special qualities or skill bonuses.

Bloodbath (1 serving): 15 gp; 0 lb.

Boulard

This is one of those dishes whose great popularity is utterly incomprehensible by anyone that has tasted it. To say that boulard is an acquired taste is like saying orcs are homely. Boulard is a disgusting, malodorous black paste made from the putrid secretions of a particular fungal sprout. It is incredibly acrid and concentrated; so that even the slightest amount utterly changes the taste of anything it is spread on – usually plain bread or crackers with as little flavour as possible so as to not saturate the diner's palate.

Whatever the reasons, boulard has become a kind of fashion statement among nobles and other high-class people, who have turned the habit of swallowing this disgusting muck into a delicate art. Therefore, boulard can be found at every elegant and even royal banquet, as a manifestation of the rich people's refined tastes. At such gatherings, everybody thinks everyone else likes boulard, so they all must pretend they enjoy it or face contempt and ridicule.

By eating boulard in front of witnesses, a character with five or more ranks in Bluff may increase his synergy bonus to Diplomacy from +2 to +4 for the duration of the particular social event, as his mastery at pretending he enjoys the vile dung reinforces his social status. For this bonus to apply, the affected characters must be high-class, or at least the kind to appreciate the ability to eat boulard.

Boulard: 500 gp; 1 lb.

Fireseed Sauce

This savage mix of fireseeds, chilli and other seasonings can be added to any kind of dish, giving it a supernaturally piquant taste. Fireseed sauce is so strong it actually burns the diner; damaging his palate and requiring him to succeed at a Fortitude save (DC 10) or suffer one point of nonlethal damage from the spice.

Any creature that eats fireseed sauce daily for more than a month gains a +1 bonus on Fortitude saves made against nonmagical diseases and heat sources, as well as against ingested poisons. If the creature stops eating fireseed sauce for a straight week or more, it loses the bonus until it resumes its use for another full month.

Elves are particularly unsuited for ingestion of fireseed sauce; eating it causes them to suffer 1d6 nonlethal damage, plus they must succeed at a Fortitude save (DC 10) or suffer a painful stomach disease – incubation time one day, damage one Con.

The damage and disease effects of fireseed sauce count as fire damage for the purposes of resistance, immunity or saving throw bonuses.

The DC for mixing fireseed sauce is 15; a failed batch of fireseed sauce is utterly burned and useless.

A single flask of fireseed sauce may be used to spice approximately ten meals.

Fireseed Sauce (1 flask): 125 gp; 0 lb.

Freshberry Stuff

This sweet, freshberry-based blend of fruits, sugar and ice tastes so good it actually refreshes the eater, taking away fatigue and bad moods.

The recipe for freshberry stuff was developed by Birussia, a young kitchen aide with little real cooking skills but a great instinct for tastes and flavours. The girl simply mixed all the fruits she could find with an extra serving of freshberry, whipped it on ice and served it – it was an instant success, and Faella immediately hired the girl as her fruits and juices specialist. However, Birussia did not have much imagination for names; she simply called her dish 'freshberry stuff' because it was some stuff made from freshberry. To date, freshberry stuff remains one of the most ordered desserts and refreshments at Faella's.

Any creature that eats a full serving of freshberry stuff counts as having rested one hour for the purposes of fatigue and exhaustion. Freshberry stuff also reduces the duration of nonmagical harmful effects such as nausea or stunning by one round per serving.

Freshberry stuff is incredibly easy to mix, having a DC of only 8. A failed freshberry stuff loses its special qualities.

Freshberry Stuff (1 serving): 5 gp; 0 lb.

Kelp Cookies

This is a sea elf recipe, which Faella collected from mysterious underwater contacts. The dish consists of relatively large, round, flat cookies made of whole grain, with vegetal specks of blue, green and yellow. The cookies are hard, crusty and strangely smooth to the touch.

Any creature that eats kelp cookies daily for more than a month gains a +1 bonus on all Fortitude saves against disease and poison. This bonus remains for as long as the creature maintains a daily diet of kelp cookies; if the creature stops eating them for more than a week, the bonus is lost until intake is resumed for another full month or more.

Azure Stem Cake

Bloodbath

Boulard

Kelp Cookies

Rock Candy, Dwarven

Fiendspice

Fireseeds

Mephit Mix

Sleepless Root

Happy Meal

Nixie Nip

Oozejelly

Wolfsbane Waffles

Troglodish

Amber Honey

Golden Apples

Size Mushrooms

Kelp cookies have a DC of 10 to bake; failed kelp cookies are insipid and useless.

Kelp Cookie: 2 gp; 0 lb.

Rock Candy, Dwarven

This sweetmeat is a favoured delicacy of the dwarven race, though too treacly and heady for most other races. It consists of rock-like pieces of concentrated caramel and other high-energy ingredients, sweet enough to raise the spirits of a dwarf – and that means *sweet*.

Eating a piece of dwarven rock candy is a full-round action for a dwarf; any other humanoid must chew at the stuff for 2d6 minutes before being able to swallow even the smallest piece.

Any creature eating even a small piece of dwarven rock candy gains one temporary hit point, lasting one hour. No creature can benefit from more than one piece of dwarven rock candy at the same time.

Any non-dwarf that eats dwarven rock candy for at least a week must succeed on a Fortitude save (DC 10) or become addicted to it. A creature addicted to dwarven rock candy loses one hit point as long as he is not chewing the stuff. The only way to restore the lost hit point or remove this addiction is for the affected creature to spend at least one month without ingesting any dwarven rock candy.

Any creature that eats dwarven rock candy daily for more than one month has its Constitution score reduced by one point, which may not be restored by any normal or magical means until the creature stops consuming dwarven rock candy for at least one consecutive month.

Dwarven rock candy has DC 20 to bake; failure results in a gooey, inedible paste.

Dwarven Rock Candy (Piece): 7 gp; 0 lb.

Scorpion Snack

This strange snack consists of dried, charred scorpion limbs, specially prepared and served in a bowl. It is a surprisingly good-tasting, cheap and easy to make kobold recipe, discovered by Faella via her orcish mother.

Although preparation of a scorpion snack usually removes all poison traces from the scorpion limbs, the dish actually increases the consumer's resistance to poison. A character that eats scorpion snack frequently (at least twice a week) for a whole month gains a +1 bonus on all Fortitude saves against poison for as long as he maintains a regular intake of scorpion snack. Interrupting such intake for more than a week negates the bonus and requires the character to spend another full month consuming scorpion snack twice a week or more to regain it.

A bite of scorpion snack has a 5% chance of actually being poisoned, requiring the eater to succeed at a Fortitude save (DC 11) or suffer 1d3 Str initial and secondary damage.

The DC to prepare scorpion snack is 10. A failed scorpion snake is utterly inedible and possibly poisoned.

Scorpion Snack: 15 gp; 1 lb.

Web and Ashes

This looks like a strange mix of salt and pepper. It is usually served in black metallic containers, from which it is traditional to pick the stuff up with long silvered spoons, used to control the amount served and to sprinkle the spice over any meal.

Web and ashes originated among the drow, who use it as a catchall spice for almost all of their food, from entries to desserts. Web and ashes has a strange taste, dull yet pungent, insipid yet acrid. It brings out these qualities in any food it touches, bitterly accentuating its taste while hiding its usual flavour. It is quite unpleasant at first, making it an acquired taste for anyone that is not a drow. A non-drow might compare the taste of web and ashes with swallowing the sediment of a tobacco pipe.

Web and ashes may be (and often is) used to hide the taste of poison, increasing the DC of any check or roll made to detect poison by two.

Web and ashes is extremely easy to grind and prepare, requiring only a DC 5 check. A failed check results simply in the additional time required by a retry.

Web and Ashes: 20 gp; 1 lb.

Ingredients

These are spices and substances used to make some of the best dishes at Faella's. They are sold separately for customers to make their own cooking attempts using them. All of these ingredients have an associated finding DC; a character must succeed at a Survival check against this DC to find the corresponding ingredient in its natural state.

Azure Stem

A lesser healing herb, this wholesome flower has a number of medical uses, the least of which is not the restorative sap inside its stem. Some physicians maintain the stem should be used whole, as its crust also helps with the sap's healing qualities.

When ingested, azure stem helps natural healing, allowing the body to recover faster. A single dose of azure stem sap, or a full azure stem, chewed and swallowed, count as a Healing check (at a +2 skill check bonus) made on the consumer.

The entire azure stem has an excessively perfumed taste, though its distilled sap can be used as a sweetener for a number of dishes, which in turn acquire some of the sap's medicinal properties. It requires a very good cook and herbalist to develop a recipe that really takes advantage of both the stem's sweet taste and its healing qualities. Azure stem cakes (see page 94) are an example of just such a recipe.

Finding azure stem has a Survival check DC of 20.

Azure Stem: 115 gp; 1 lb.

Everwarm

Thus called for its heat-generating qualities, everwarm is a bland spice obtained from dried fungi. Even though it has almost no taste, the fungi's chemical qualities allow the spice to generate heat when in contact with other organic matter; in other words, everwarm is cold, but warm to the touch.

When sprinkled on any dish, foodstuff, or any organic item for that matter, everwarm immediately heats it, giving it the temperature of a freshly baked meal. It is often used to defrost foodstuffs packed in a cold pack (see page 131) or simply to get trail rations to taste better.

A pinch of everwarm is sufficient to warm up a meal fit for a Medium creature, such a single trail ration package. Everwarm is never enough to cook a raw dish, nor is it ever hot enough to cause any damage.

Finding the herbs required to make everwarm has a Survival check DC of 25.

Everwarm: 33 gp; 1 lb.

Fiendspice

This spice is allegedly obtained and harvested in Hell; its flavour is so strong and terrible, many are willing to believe the allegations, which helps the spice's exorbitant price. Adding fiendspice to any dish causes it to literally taste like the lower planes, increasing the strength of its flavour a thousand-fold.

A dish prepared with fiendspice causes the consumer to suffer one point of fire damage. A heavily spiced dish causes 1d2 points of fire damage, while eating the fiendspice alone causes 1d3 points of fire damage upon the consumer. In addition, fiendspice overloads the consumer senses to the point of atrophy; a creature that consumes fiendspice more than three times in a single week loses his sense of taste for 1d3 days, as the flavour of fiendspice overwhelms all other input.

Fireseed Sauce
Freshberry Stuff
Scorpion Snack
Azure Stem
Web and Ashes
Everwarm
Demon Stew
Dewdrink
Frost Frappe
Slaadsalad
Shambler Soup
Phantom Porridge
Shock Stick
Aromeal
Potion Bar
Samsara Soma
Tablet Rations
Phasm Phood

For all the damage caused by fiendspice, it has a mighty benefit for those who can weather prolonged intake of it: creatures making constant use of fiendspice become incredibly tough. Any creature that consumes fiendspice daily for at least a week gains a +1 bonus on all saves, which remains as long as the creature keeps on eating fiendspice daily. The bonus actually increases to +2 if the consumer is evil.

Finding the herbs used to make fiendspice has a Survival check DC of 30.

Fiendspice: 250 gp; 1 lb.

Fireseeds

These appear as red sunflower seeds, though they are inedible unless mashed and powdered. When ingested, they painfully burn a character's tongue and innards, though they do not cause any real damage when eaten raw. Then again, fireseeds are actually quite bland in the flavour aspect, so they must be specially prepared and mixed with other ingredients for their taste to surface. When prepared in this fashion, fireseeds actually become harmful to the body of any creature ingesting them, though they are also beneficial – and quite succulent.

Fireseeds may be added to any mix of spices or flavours; in such cases they always improve the taste of a dish, though they also become too strong for a living being to consume without ill effects. For an example of such ill effects, see the fireseed sauce (page 95).

Fireseeds have an additional, non-gastronomic use; when rubbed on an open wound, they deal one additional point of damage to the patient, though they immediately cauterise any wound. This causes hit points lost from the wound to be recovered at twice the normal rate. Also, the application of fireseeds doubles the recovery rate of Constitution points lost to bleeding, open wounds such as those caused by a *wounding* effect.

Finding fireseeds in their natural state has a Survival check DC of 25.

Fireseeds: 63 gp; 1 lb.

Mephit Mix

These improbable salts are obtained from the dried essence of mephits, so they are extremely rare and expensive. They are called a 'mix' because they are actually combined with specific spices to give them their distinctive taste. There are as many types of mephit mix as there are types of mephit, each having a different flavour.

A pinch of mephit mix causes a dish to taste vaguely of the element the mephit belonged to. This may actually seem like a bad idea, as most mephitis would have a tang of magma, ooze and similar unappetising substances; however, the mix somehow tastes quite good.

The elemental nature of mephit mix causes it to be highly nutritious, providing the exact minerals and chemicals required by the body in their most direct form. Adding a pinch of mephit mix to any meal causes it to be twice as nutritious as normal; for example, eating a single trail ration seasoned with mephit mix would actually feed a character for two days. A character could theoretically live only on mephit mix, though it is absolutely unsatisfying when taken alone and most characters prefer to consume it as a spice on other meals. One pound of mephit mix is enough to supplement 20 meals.

The ingredients to make mephit mix cannot be found via Survival checks; the recipe requires using the powdered essence of mephits of three different types, which requires a Craft (alchemy) check (DC 20) plus the corresponding mephit remains.

Mephit Mix: 500 gp; 1 lb.

Sleepless Root

This thin, brittle, inconspicuous green root contains powerful stimulants allowing a body to fight off sleep. Sleepless root is related to wakeberries (see the *Ultimate Equipment Guide*); both herbs can be used to make strong infusions, though sleepless root actually prevents sleeping, rather than healing nonlethal damage.

A single hot cup of sleepless root tea allows the drinker to go without sleep for one full day and night, if he so desires. If the character wants to sleep, he may do so; however, the slightest noise will wake him back. A character under the effects of sleepless root may make Listen and even Spot checks without the usual penalties while asleep, fully awaking if the checks are successful.

Besides infusions, sleepless root can be used as an ingredient for many solid dishes, including salads and pastries. Any meal including a significant amount of sleepless root has the same effect as a sleepless root infusion.

Sleepless root has a Survival check DC of 20 to find in its natural state.

Sleepless Root: 50 gp; 1 lb.

Rare Dishes

This is the exotic section of Faella's menu, where the most strange and luxurious foods are displayed. All of Faella's rare dishes cause immediate, extraordinary effects on diners; most customers order such foods looking for these effects, not only for the dishes' particular taste.

As Faella's more common recipes, these rare dishes all have a cooking check DC, usually much higher than that of a mundane meal. A cook must succeed at a skill check against this DC to successfully create food out of the indicated recipe. If the check fails, the recipe fails and the completed dish lacks all of its special properties. Preparing these dishes takes time equal to the recipe's DC times 2d4 minutes. Given their special ingredients, a character wishing to prepare these dishes must also succeed at a Survival check, the DC of which is also detailed at the description of each dish. In addition, a character wishing to prepare any of these dishes must spend gold pieces equal to one-half the finished dish's listed price, to pay for the meal's additional ingredients and specific cooking process.

Demon Stew

The origins of this recipe are obscure, though the most widespread rumour is that it was developed by a balor cook; hence its name. The theory must not be that off-mark, since something in its ingredients or preparation actually cause the diner's soul to turn to evil. In fact, the Marketplace authorities have already instructed Faella to post a warning for good-aligned consumers on her menu.

Demon stew is based on the meat of some unknown monstrous beast, seasoned with fiendspice and other supernaturally pungent elements. As a result, eating demon stew is a highly masochistic experience, though very popular among evil customers.

Demon stew counts as being heavily seasoned with fiendspice (see page 99), therefore it deals 1d2 points of fire damage to the consumer. Consuming demon stew regularly has the same effects as a frequent intake of fiendspice (see page 99). In addition, finishing one complete meal of demon stew causes the diner to become evil-aligned for one hour. If the creature was already evil, a serving of demon stew gives it the benefits of a *heroism* spell at caster level 6. The bonuses gained from the *heroism* effect stack with any bonuses already granted by the fiendspice.

The DC to prepare demon stew is 25. A failed check yields a poisonous, inedible mess. See the fiendspice entry (page 99) for the Survival check required to find it. In addition, the recipe needs the meat of an animal or magical beast with the fiendish or half-fiend template, which may entail additional risks.

Demon Stew (One Serving): 226 gp; 1 lb.

Dewdrink

This distillation is a secret recipe, allegedly developed by nymphs or another fey race. It consists mostly of concentrated morning dew, though it also includes other ingredients such as pixie dust, wild berries and butterflies' wings.

Dewdrink has a strange consistency, evaporating in the throat in such a way the imbiber only realises he drank it thanks to the lingering, sweetish taste of the mix. The taste of dewdrink has been said to be so subtle and delicate it makes water feel like sauce in comparison.

The strangest property of dewdrink, however, is how it transmits its ethereal, ephemeral qualities to the imbiber's character: any creature consuming dewdrink daily for at least one month becomes eerily graceful, gaining a +2 bonus to its Charisma score. In addition, the creature gains the ability to levitate 1d6 inches above the ground, which gives it a +10 bonus on Move Silently checks. Furthermore, the creature loses an incredible amount of body mass, so that its weight is reduced to one-half.

If the creature stops consuming dewdrink for even one day, it loses the Charisma bonus and the levitation effect until it resumes dewdrink intake for at least one interrupted month. For every full day the creature spends without consuming dewdrink, its weight increases by 5% until it regains its full, normal body mass.

Mixing dewdrink has a DC of 10. If the check fails, the result is still drinkable, though it loses all its special qualities. The Survival check DC to find the ingredients for dewdrink is 30.

Dewdrink (1 glass): 500 gp; 0 lb.

Frost Frappe

This freezing mix is made of whipped ice, cream and the distilled essence of a remorhaz. These basic ingredients yield a foul-tasting mix, so the dessert is usually flavoured with fruits and honey. Faella's offers frost frappe in four or five different flavours at any given time, depending on the season and its corresponding crops.

Frost frappe keeps the drinker's innards warm in cold weather. The drinker of frost frappe gains cold resistance 10 and a +4 racial bonus on Fortitude saves against cold. However, both the mix and ambient temperature must be extremely cold; otherwise frost frappe becomes harmful.

A character that consumes frost frappe that is not freezing, or drinks it in temperate or warm climates, suffers 1d6 points of fire damage upon downing the brew, enjoying no benefit from it. As the remorhaz it is made of, frost frappe requires cold to generate warmth.

Frost Frappe (1 cup): 150 gp; 1 lb.

Happy Meal

This dish is a colourful mix of fruits, bread, honey and herbs. Just looking at it is mildly funny, for some unknown reason.

The happy meal was invented by sprites with the blunt and direct purpose of improving the mood of mortals, whom they found exceedingly dour and obtuse. A mortal that dines on happy meal actually becomes more cheerful and satisfied with himself and the world around him. In addition, he becomes much more prone to fits of laughter, often silly, but always hearty and healthy.

Any living humanoid other than an elf that eats a happy meal gains a +2 bonus to his Wisdom score and a +4 bonus on all Will saves against all fear and emotion-altering effects such as *crushing despair*. Both these effects last for one hour.

Elves that consume a happy meal are benefited as per a *good hope* spell for 2d6 minutes.

The ingredients for a happy meal are relatively easy to find, requiring only a successful Survival check (DC 10). However, actually cooking the dish has a DC of 30. Failure yields an edible

snack, though it has no special bonuses or effects.

Happy Meal (1 serving): 75 gp; 1 lb.

Nixie Nip

This strange dish is best known for the odd cooking process it requires, including (but not limited to) such weird facts as the need for a nixie to kiss the final mix before it is cooked. Despite all this, a nixie nip is a common-looking soup, with myriad tones of green and aqua. It tastes rather strong and does not smell that appetising, though after one or two nips the diner is not only used to the dish but also enchanted by it.

The expensive process to cook nixie nip makes it very expensive, especially considering the relative commonness of its ingredients. However, those who taste it once find it very hard to resist the temptation to order it again. Currently, Faella's is one of the two, maybe three restaurants in the world offering nixie nip; therefore, it remains one of the main reasons customers visit the restaurant.

A creature that swallows nixie nip gains the ability to breathe both air and water for 1d4 hours. As a secondary effect, the diner suffers a minor charm causing him to love the dish. Any creature consuming nixie nip must succeed at a Will save (DC 15) or believe it is the most delicious meal he has tasted and feel an overwhelming desire to finish eating it. This effect is quite harmless by itself, though it could be misused, making it easier to give the diner an ingested poison.

Nixie nip has no exotic ingredients and therefore requires no Survival check to make. However, the complexity of its preparation gives it a cooking DC of 25. Failure results in a stinking, watery gruel with no effect or nutritious value.

Nixie Nip (1 serving): 95 gp; 1 lb.

Oozejelly

This dish looks like a colourless, indistinct gelatine bowl. Most customers recoil when they learn of its ingredients – oozejelly is literally made of a mix of ooze-type creatures – though the way it is prepared makes it a passable dessert, plus its concentrated nutrients make it perhaps the most nourishing plate in Faella's entire menu.

For obvious reasons, the ingredients of oozejelly are extremely hard to procure; this, together with the dish's low demand, has almost caused oozejelly to disappear from Faella's menu. It is still prepared once a week and by special order but probably not for long.

By eating one or two spoonfuls of oozejelly, a character has consumed enough raw nutrients for one full day. A full dish sustains a character for an entire week; however, the highly concentrated nutrients and acids in oozejelly are also excessive to the body. A character that eats a full oozejelly dish suffers 2d6 points of acid damage (no save) and suffers a serious organic disease – ingestion, Fortitude DC 11, incubation period one day, damage 1d2 Con.

Oozejelly has a DC of 25 to prepare; failure yields a highly acidic, non-nutritious substance, the slightest sip of which deals 1d3 points of acid damage (no save).

Oozejelly (1 serving): 39 gp; 1 lb.

Phantom Porridge

For many years, the very existence of phantom porridge was put in doubt by the general public, including Faella's customers who, when they saw or heard about other patrons order and eat phantom porridge, thought they were witnessing an unfounded rumour, an act of madness, a very elaborate in-joke or a plain simple hoax. The point is that phantom porridge is utterly *invisible*.

Phantom porridge is made from the spores of phantom fungus, which in contact with air give the monster its strange coloration,

imperceptible to the eye. The dish made from these spores' shares these qualities, being actually an invisible (and tasty) dish.

Phantom porridge is most sought after for the effects it has on the diner. For exactly one hour after digesting the porridge, a creature gains a fraction of the phantom fungus' qualities, acquiring a pigmentation that actually refracts light. This pigmentation gives the character a +10 bonus on all Hide checks. In addition, the creature is affected as per a *blur* spell during the hour the dish remains in effect. Since this is not a magical effect but an actual change to the creature's body coloration, *true seeing* and similar spells cannot dispel or see through it.

A character that eats phantom porridge at least once a day for more than one month gains the Hide bonus and *blur* effect continuously; if the creature stops taking phantom porridge at least once a day, the effects are lost 1d6 later.

Finding the phantom fungus spores required by the dish requires a Survival check (DC 30), plus they may be still attached to the phantom fungus, which would make it somewhat harder to harvest them. In addition, the spores make all other ingredients in the porridge undetectable as well, which increases the DC to cook phantom porridge to 29. Failure means an utterly formless, inedible mess.

Phantom Porridge (1 serving): 300 gp; 1 lb.

Shambler Soup

This watery consommé is filled with dark green floating stuff, making it appear as an actual swamp in a bowl. In fact, shambler soup is indeed made of the vegetal matter shed by a shambling mound; its smell and taste are exactly those of marsh slime.

Shambler soup is a popular dish especially among monstrous patrons, including goblinoids and orcs, being too foul and slimy for most other humanoids. Faella herself marks it as one of her favourites, regardless of what the majority of her customers might think.

Despite its disgusting consistency, smell and taste, shambler soup is extremely nutritious and beneficial. Any creature eating shambler soup gains a +2 enhancement bonus to its Constitution score and a +4 enhancement bonus on all Fortitude saves against disease for a full hour after ingestion.

Finding the shambling mound remains necessary for shambler soup requires a successful Survival check (DC 25) and it entails the danger of running into the shambling mound itself. Cooking the dish has a DC of 15, with failure yielding a meal that is nothing more than mud and sludge – not that it makes any difference to fans of shambler soup.

Shambler Soup: 100 gp; 1 lb.

Shock Stick

This otherwise plain-looking brochette displays occasional lightning sparks leaping between the meat chunks. It also tastes quite like any other kind of meat-on-a-stick, except for the strange tingling sensation it leaves on the palate. As it may be easily deduced, shock sticks are broiled bits of shocker lizard; a single shock stick contains the quartered and diced remains of roughly half a shocker lizard specimen.

Among Faella's 'rare dishes' section, shock sticks are one of the cheapest, easiest to make snacks. Their trademark tingling taste is one of the establishment's best-known features and one of the biggest reasons for which customers go to Faella's; during one season, the restaurant even advertised itself as 'The Home of Shock Sticks'.

A creature that eats a single shock stick gains electrical resistance 5 for ten minutes. Consuming additional shock sticks does not increase this resistance; however, if a creature eats shock sticks daily for at least one month the electrical resistance becomes continuous. If regular intake of shock sticks is interrupted for even one day, the benefit is lost until the creature resumes shock stick ingestion for another full month.

The ingredients for shock sticks (including the shocker lizard) require a Survival check (DC 20) to find. Cooking the shock sticks has a DC of 15. Failure yields an edible, if foul-tasting, dish, which does not grant any benefits to the consumer.

Shock Stick (1): 25 gp; 1 lb.

Slaadsalad

This unknowable dish is made from the flesh of slaadi, the unruly denizens of chaotic-aligned planes. Slaadsalad looks like a dizzyingly colourful mix of meat strips of all sizes and consistencies; it is usually served in a plain white bowl, with no dressing or spices, which it absolutely does not need.

Nobody wants to ask how does Faella procure slaad flesh for this dish, however the likeliest possibility is that she has some kind of deal with Kay (from the Treasures from Beyond store) or with some extraplanar hunter such as a mercenary devil. In any event, slaadsalad is always available in the menu for any patron brave enough to order it.

The main attractive of slaadsalad – and its main danger – is the fact that its taste, consistency, texture and smell are, as the matter of the plane it comes from, constantly changing; no one has ever eaten the same slaadsalad twice. Therefore, a diner can come out of a slaadsalad meal having experienced literally anything.

Besides its changing flavour and consistency, slaadsalad produces a special, randomly generated effect on the consumer. This effect has a duration of 1d20 minutes, unless it poisons, diseases or kills the subject, in which case it follows the specific rules for poison, disease or death (which is usually permanent). The Games Master should roll or choose from the Slaadsalad Effects table, or devise a different random effect based on the ones featured below.

The ingredients of slaadsalad (that is, slaadi) are too rare in the Prime Material plane; a character must look for them in chaotic-aligned planes and they are so common there no survival check is necessary to find them. The dish itself has a cooking DC of 25. Failure means the dish is destroyed and the cook suffers a random effect from table: slaadsalad effects for 1d10 minutes.

Slaadsalad (1 serving): 305 gp; variable

Troglodish

After much research, some scholar finally discovered the secret of a troglodyte's stench ability. It was discovered that, besides humanoid flesh, young troglodytes were fed with a special preparation, made from a mix of herbs that is disgusting to other humanoids but vital for a troglodyte's development. Faella discovered that, when properly seasoned, this preparation – which she named 'troglodish' – could be served as a quite acceptable soufflé.

Troglodish looks like a greenish, incredibly smelly jam filled with chunks of what appears to be herbal matter. The stuff is so malodorous it causes non-troglodytes to become nauseated; however, those same non-troglodytes may derive special nourishment from it. All troglodytes must maintain a regular diet of this preparation to maintain their stench ability; however, it has been proven that other humanoids are strengthened by it in unexpected ways.

Any humanoid other than a troglodyte that comes within 5 feet of a troglodish plate must succeed at a Fortitude save (DC 11) or become nauseated; if he actually eats the stuff, the DC increases to 15. Somehow obstructing the olfactory tract reduces the DC by four. If a humanoid manages to overcome nausea and eat a whole serving of troglodish (a gruelling experience for anyone) he gains a +2 bonus to his Strength and Constitution scores, exactly ten minutes after finishing his troglodish. The bonus lasts for another ten minutes.

The Survival check DC for finding the ingredients of troglodish is 20. Cooking it has a skill DC of 20 as well, plus the cook must succeed on a Fortitude save (DC 11) each round or become nauseated and thus unable to

Slaadsalad Effects

D100 Roll	Effect
01–04	The subject loses the ability to speak, being able only to emit a deep, loud croak; spellcasting abilities are negated, as well as any abilities based on speech
05–06	The subject is stunned
07–10	The subject is implanted with a red slaad egg pellet (see the 'slaad' entry in the *MM*)
11–15	The subject's alignment changes to chaotic neutral
16–17	The subject is held as per the *hold person* spell
18–19	The subject gains *telekinesis* as a spell-like ability, usable three times per day, at caster level 9
20–23	The subject gains one age category[1]
24–27	The subject loses one age category[1]
28–31	The subject's gender changes
32–35	The subject increases one size category[2]
36–39	The subject is reduced by one size category[2]
40–44	The subject is affected by slaad fever (see the 'slaad' entry in the *MM*)
45–48	The subject gains 1d6 points to one ability score, chosen randomly
49–52	The subject loses 1d6 points from one ability score, chosen randomly
53–54	The subject gains *detect thoughts* as a spell-like ability, usable at will, at caster level 3
55–56	The subject gains *detect magic* as a spell-like ability, usable at will, at caster level 1
57–58	The subject becomes frightened
59–60	The subject gains *fear* as a spell-like ability, usable three times per day, at caster level 7
61–62	The subject becomes blind
63–64	The subject gains *detect invisibility* as a spell-like ability, usable at will, at caster level 3
65–66	The subject gains *deeper darkness* as a spell-like ability, usable at will, at caster level 7
67–68	The subject becomes deaf
69–71	The subject suffers 2d6 points of acid damage
72–74	The subject suffers 2d6 points of cold damage
75–77	The subject suffers 2d6 points of fire damage
78–81	The subject is poisoned – ingested, Fortitude DC 16, initial and secondary damage 1d6 Wis
82–83	The subject is affected as per a *polymorph* spell at caster level 7; cannot return to his normal form until duration has elapsed
84–85	The subject is affected as per a *baleful polymorph* spell at caster level 9; cannot return to his normal form until duration has elapsed
86–88	The subject suffers 2d6 points of electrical damage
89–89	The subject suffers 50 points of magical damage; must save against massive damage as usual
90–91	The subject levitates as per a *levitation* spell at caster level 5; cannot return to the ground until duration has elapsed
92–95	The subject gains a swim speed of 40 ft.
96–99	The subject gains a fly speed of 40 ft. with average manoeuvrability
00	Roll again twice

[1]If the character's age category regresses below young adult, reduce his Strength, Dexterity and Constitution scores by three; if the subject's age would progress beyond venerable, he dies.
[2]If the subject's age would be reduced below Fine, he simply loses 4 points of his Strength, and Constitution scores; if it would be increased above Colossal, he gains 8 points on both his Strength and Constitution scores.

continue preparing the dish. If the cooking fails, the result is a useless, inedible mix, so stinky it immediately makes the cook nauseated with no saving throw.

Troglodish (1 serving): 35 gp; 1 lb.

Wolfsbane Waffles

This popular dessert is not only an appetising meal but also an important alchemical discovery. By mixing the wolfsbane herb (belladonna) with certain spices, Faella's chefs managed to suppress the herb's poisonous factor and bring out a delicious flavour nobody knew it had.

Wolfsbane waffles have become a popular item among the lycanthropic community, not only for their taste but also because it helps them control their transformation. Of course, normal humanoids and giants also enjoy them, especially since they have nothing to fear from belladonna poison thanks to Faella's unusual recipe.

Any humanoid that eats a full serving of wolfsbane waffles is affected as per a *protection from evil* spell at caster level 5. If the humanoid has been infected with lycanthropy within the past hour, he may make a Fortitude save (DC 15) helped by the waffles; success means the character is cured from lycanthropy. If the humanoid has been infected with lycanthropy for any longer time, he simply gains a +4 bonus on all Control Shape checks for three hours. Both of these effects are in addition to the *protection from evil*.

The Survival check for finding wolfsbane and he other herbs required by these waffles has a DC of 30. Baking the waffles has a DC of 15; failure means the waffles are ruined and inedible.

Wolfsbane Waffles (1 serving): 58 gp; 1 lb.

Special Foodstuffs

This section of Faella's is located at the establishment's 'back door' – the food store. The following is a list of those foodstuffs that are sold in an unusual presentation or format, as well as some foodstuffs that are not exactly food.

Aromeal

This mysterious substance was probably developed in an alchemist's lab rather than a kitchen; in fact it is not even edible, though it indeed feeds and nourishes the consumer. It consists of a small crystal bottle containing a subtle, delicate yet substantial liquid, with an aroma so delicious it appeases the user's hunger.

By uncorking the bottle and sniffing at the contents, a character has his hunger satisfied for a full day, thanks to the nutrients alchemically attached to the perfume. A single bottle of aromeal can be uncorked and used ten times before its contents evaporate. If left uncorked, the bottle's contents evaporate anyway after one month.

Despite its nourishing qualities, aromeal is not as filling as real food, so the character will not feel entirely full and will always have space for a solid meal. By the same token, nobody can subsist solely on aromeal; if a character does not eat real food for at least one day each week, at the end of the week he becomes fatigued and suffers 1d6 points of nonlethal damage. No natural or magical means may restore this nonlethal damage until the character ingests some solid food. Aromeal does not sate a character's thirst; therefore it is never a substitute for water.

Aromeal (1 bottle): 60 gp; 0 lb.

Phasm Phood

This unusual product is a colourless, tasteless, odourless, featureless paste, usually sold in one-pound boxes. Despite its absolutely plain appearance, phasm phood is all but ordinary, being in fact treated with the essence of a phasm (see the corresponding section in the *MM*). This gives the paste the quality to change its taste, smell and appearance randomly.

Faella makes phasm phood by instructing her bakers to produce the bland paste and then having it treated with phasm elixir via a secret alchemical process. It is not offered in the restaurant to avoid chaos and because phasm phood, though able to assume the form of any form of food, rarely ever takes the form of a completed dish.

As soon as it is pulled out of its box, phasm phood transforms into a random foodstuff, ingredient, fruit, vegetable, spice or completed dish. The only limitation to the forms phasm phood can take is its general mass; therefore, a phasm phood packet may never become more than one pound of food. Phasm phood never transforms into more than one ingredient or dish at a time, unless previously cut into separate pieces, in which case each piece transforms in a different form of food. However, the amount and size of these foods depends on the (smaller) size of the piece cut. Once a piece of phasm phood has transformed in one dish or foodstuff, simply agitating or prodding it causes it to randomly change again. Therefore, a character can constantly prod and poke at its phasm phood until it transforms in something he likes. Phasm phood can never be used as the ingredient for another dish, since it changes form constantly during the cooking process.

In its base, featureless form, phasm phood lasts fresh for up to one month. If it has transformed even once, however, its constitution breaks down much faster and it goes bad after only one day, regardless of the form it takes.

Phasm Phood: 75 gp; 1 lb.

Potion Bar

Rather than a form of food in itself, potion bars are a mysterious process by which magical potions can be condensed in solid form without losing their arcane faculties. A potion bar looks like a coloured, four-inch long bar of crusty, crunchy matter. Different colours are usually used to indicate the type of potion contained by the bar.

The form of potion bars gives them two advantages over a potion's standard form: one, they may be carried without calling undue attention, risking flask breakage or spilling its contents; two, they may be used as food, actually nourishing the consumer thanks to the nutrients of their concentrated form.

By eating a potion bar, a character receives the full effects of the potion it is made from, plus he receives nourishment equal to one full meal. Oils and potions that must applied on the skin as opposed to ingested cannot be made into potion bars.

Potion Bar (1): Potion's base cost +25 gp; 0 lb.

Samsara Soma

This highly exotic, sickly white drink comes in crystal flasks that are as strange and extravagant as the liquid itself. As some of the other meals and products available at Faella's, samsara soma has an extraplanar origin; it is brewed and distributed by rakshasa. Samsara soma affects the mind of the drinker, causing an overwhelming wave of ecstasy and pleasure but also a streak of erratic, dangerous behaviour. By order of the Marketplace's authorities, Faella has been forced to label this product as a dangerous drug and restrict its sale to adults; even these prohibitions are unlikely to stop the eventual, outright prohibition of samsara soma.

Any intelligent creature that drinks samsara soma suffers three effects: first, its alignment becomes chaotic evil; second, it is affected as per a *confusion* spell; third, it gains a +2 morale bonus on all skill checks, attack rolls and saving throws, as well as a +2 morale bonus to its initiative and Armour Class. This lasts for 3d10 minutes.

For an unknown reason, creatures with an Intelligence score lower than 3 cannot drink samsara soma without suffering a strange disease – ingested, Fort DC 20, incubation period one hour, damage 1d3 Con. In addition, any creature that drinks samsara soma even

once must succeed at a Will save (DC 20 plus one per each time the creature has drank samsara soma) or become addicted to the stuff. An addicted creature suffers a –4 penalty on all skill checks, attack rolls and saving throws, as well as a –4 penalty to its initiative and Armour Class, as long as it is not under the effects of samsara soma. Finally, any creature that drinks samsara soma daily for a month or more becomes permanently insane, exactly as per an *insanity* spell.

Samsara Soma (1 bottle): 900 gp; 2 lb.

Tablet Rations

One of these tablets is as nourishing and tasty as a full good meal; however, it is approximately a hundred times lighter, with 100 of these tablets barely weighing one pound. Tablet rations are usually available in little wooden boxes containing ten tablets.

Another alchemical invention that somehow reached Faella's hands and business, tablet rations are a concentration of high-energy minerals and alchemical nutrients with the ability to sustain a man-sized creature without food for many hours. The only thing that has stopped tablet rations from becoming a favourite meal of adventurers is the old-fashioned, irreplaceable pleasure of real food. However, tablet rations are a matchless resource whenever a character needs to carry them.

By consuming one of these tablets, a character's hunger is satisfied for one full day. He stills needs to drink, though, as the tablets include no surrogate for water. In addition, any character taking more than one of these tablets per day becomes poisoned – ingested, Fortitude DC 20, initial and secondary damage 1d6 Con.

Tablet Rations (1 Boxof 10): 100 gp; 0 lb.

Unusual Crops

This is the second half of Faella's 'back store' – its fruits and vegetables section, where various victuals are sold separately for customers to use in their own cooking. Most of the groceries in this section are really unique foodstuffs, with potent qualities. Not all of them are in stock at all times; the Games Master has the final word on whether one of the following articles is available or not.

All of the following products can be found in nature; therefore, all of them have an associated finding DC. A character must succeed at a Survival check against this DC to locate the corresponding product in its natural state.

Amber Honey

This heavenly substance is extremely rare and difficult to find, being the accidental result of a number of natural alchemical reactions that spontaneously transform ordinary honey into a valuable, crystalline substance. Only one in 10,000 beehives ever produces amber honey and even this is an insignificant amount. However, even a drop of amber honey is worth its weight in gold.

Amber honey has a number of medicinal and gastronomic uses. When ingested, a single spoonful of amber honey automatically grants the creature an additional Fortitude saving throw (with a +4 bonus) against any poison or disease currently affecting it. When rubbed on a wound, it immediately heals 1d4 hit points. If it is mixed with equal parts water, a glass of amber honey counts as 1d4 hours of rest for the purposes of fatigue and exhaustion. Finally, any character that takes a daily spoonful of amber honey for a full month increases his maximum lifespan by one year.

The DC to find amber honey is 40, plus the character looking for it must always contend with the bees guarding it.

Amber Honey: 2,450 gp; 1 lb.

Golden Apples

These incalculably rare fruits grow in only a dozen or so individual trees *in the entire world*. Finding them is always a godlike task, fraught with danger and the risk of failure. It is said the gods themselves desire golden apples and

even fight over them, so alluring is their taste and power. A golden apple appears, quite unsurprisingly, as an apple made of gold. They say the trees they sprout from are the same golden colour from the roots to the trunk to the leaves.

How Faella manages to acquire and trade in golden apples, nobody knows; however, there is no doubt about their authenticity, in fact Faella has been known to sell at least one of them in her store's history. The elf that bought the golden apple did not speak to anybody, so the final fate of that apple is unknown. Golden apples never go bad with time, so it might still be around, passing on from hand to hand.

The reason golden apples are so rare and highly sought after is they give immortality and godlike power to the consumer. By giving the first bite to a golden apple, a character receives a permanent +4 bonus to his highest ability score; by finishing it, he becomes immune to aging and never again gains a single year of age. This of course does not make the character invulnerable, so he can still be killed by mundane damage sources; however, he will never die of old age.

Only the first bite to a golden apple grants an ability bonus; a character cannot gain a bonus higher than +4 by biting a golden apple many times. It may be shared among various characters, though doing so cancels the golden apple's immortality power; a golden apple is enough to give a permanent +4 bonus to the highest attribute of up to three characters, though none of them gains immunity to age. Furthermore, a character that has eaten from a golden apple can never benefit from another golden apple for the rest of his life.

The DC to find a golden apple tree can be as high as 50 or even 60. A natural 20 is *not* an automatic success in this case.

Golden Apple (1): 100,000 gp; 0 lb.

Size Mushrooms

These strangely shaped, curiously coloured mushrooms affect the consumer's body mass via unknown components in their nature. They come in two sizes, so called 'little' mushrooms and 'big' ones. They are extremely hard to locate and collect, so Faella pays (and demands) a pretty penny for them. Size mushrooms are sold in one-pound labelled flasks, each containing 2d4 mushrooms of either size.

By eating a 'big' mushroom, a creature reduces its size as per a *reduce person* spell at a caster level equal to 1d4. Conversely, popping a 'little' one causes the creature to grow as per an *enlarge person* spell, also at a caster level equal to 1d4. If a character eats a 'little' mushroom while under the effects of a 'big' one or vice versa, he immediately returns to normal size. Size mushrooms have no other effect or quality.

Finding size mushrooms has a Survival check DC of 37.

Size Mushrooms: 310 gp; 1 lb.

Gulbold's Clever Contraptions: Engines and Machines

Those who pointed you towards Gulbold's Clever Contraptions were right. 'You cannot miss it; it's the one under the immense column of smoke' – and right there it is, towering above other stalls not from its own height but from the endless stream of black fumes coming out of its seven, uneven chimneys. The store itself is nothing but a large wagon, currently stationary but clearly ready for the store master to pick up and get moving at a moment's notice. The only question left unanswered is by which means does the wagon move, since there are no workhorses, oxen or even goats anywhere within sight. Another oddity of this wagon is the fact it seems to be made entirely of scrap metal…

As you near the store's entrance – nothing more than a multicoloured, patched curtain under the wooden store sign, both of them obviously nailed over the metal junk of the wagon – the master peeps out. This and no other must be 'Gulbold the Gnome, Engineering Eminence' (as indicated by a tarnished bronze plaque beside the store entrance). His head is wreathed in a jumble of metallic implements and strange contrivances, among which leaps the occasional electrical jolt. None of it seems to affect the gnome, who seems much more interested in you and your potential interest in his work. 'Oh! Oh! Visitors!' he says in a hurried, squeaky voice. 'Please do come in, do come in. You come to see the workshop, ay? You come to marvel at old Gulbold's guile and gifts… please follow me… do not worry, the wagon is quite spacious on the inside… well, as regards space at least… if I could get rid of this junk it would have a lot more space… but then again that is what you are here for, are you not? To take away some of my creations, to allow me to make space to create some more, heh heh… Please, please do come in… and watch the entrance, it is a bit low for you big 'uns!'

Gulbold's Clever Contraptions is, in many senses, your typical gnomish inventor lab, filled to the brim with strange artefacts and curious tools. Most of the items at Gulbold's are of his own design, or at least his own variations on the work of others. Nearly every item found inside the store is actually for sale, even if the merchant does not actually put it on display, or even picks it up from the cluttered floor. Indeed, most of Gulbold's customers have to literally pick up articles from under the tables, sometimes stepping or stumbling upon the very piece they would have liked to buy. However, nothing seems to convince Gulbold of the benefits of tidying up his store; as soon as a big sale allows him to make more space, he immediately fills it again with new devices and tools. In any event, the store's contents vary constantly, be it by a sale or by Gulbold's endless stream of new ideas and contraptions; thus no customer has ever found the same stock in Gulbold's store, not even from one day to the next.

Combat Contraptions

This is a jumbled inventory of those inventions and artefacts Gulbold or his colleagues have designed for war, to improve the wearer's combat options, or at least to cause damage to another creature.

Arm of Many Arms

This is a special prosthesis that can only be used to replace the stump of a severed hand or arm. It consists of an oblong metal box with a stump cavity in one end and a small orifice in the other. The item is secured to the wearer's arm by leather straps and buckles. The orifice on the front end of an arm of many arms can hold specially designed, interchangeable weapon heads. Usually, an arm of many arms comes with axe, flail, spear and sword heads, though

Arm of Many Arms

Aural Enhancer

Clockwork Messenger

Arcanoscope

the customer may commission additional heads at a reasonable price. The arm of many arms' interior holds clasps, pincers and springs allowing the user to alternately secure or release a weapon head by the touch of a lever on the prosthesis' side. An arm of many arms' orifice is only effective for the weapon heads specially designed for it; a character that tries to force a normal weapon onto his arm of many arms risks breaking the apparatus. A weapon head for an arm of many arms costs one-half the price of a normal weapon of its type (rounded up). Therefore, a longsword weapon head for an arm of many arms costs eight gold pieces.

The arm of many arms was first commissioned and designed by Briluo Rashbutt, a gung-ho, reckless halfling warrior with a penchant for getting mutilated in battle. Briluo was missing his left eye and right hand; that did not stop him from being one tough chap. The day after he lost his hand under the axe of the half-orc warrior Grard Tamajakh, Briluo gave designs for the arm of many arms to Ginyak the Gnome, who corrected the flaws in the halfling's blueprints and delivered the first functional arm of many arms within the week. The arm of many arms did not become popular thanks to Briluo, who was rather infamous as a merciless brigand and thug; it was Ginyak who gave the prosthesis' blueprints to many gnomish inventors and technicians, including Gulbold of the Clever contraptions store.

A character wearing an arm of many arms over the stump of a severed hand may use one of the interchangeable weapon heads included with the product to make weapon attacks with that hand, though he may not use his stump for anything else while the arm of many arms is worn. An arm of many arms includes weapon head designs imitating most one-handed and light weapons in existence. It is not suitable for two-handed weapons of any kind. A weapon head deals the same amount of damage and has the same critical range as a normal weapon of its type, plus it requires the same weapon proficiency. Thus a character without the Martial Weapon Proficiency (battleaxe) feat suffers a –4 penalty on all attack rolls made with a battleaxe weapon head attached to his arm of

many arms. Attaching or removing a weapon head is a full-round action that provokes an attack of opportunity.

A character using a weapon head on an arm of many arms and a normal weapon in his other arm may attack with both weapons on the same round. In this case, he incurs all the penalties associated with fighting with two weapons, with the special advantage that the weapon head always counts as a light weapon. If the character does not have a weapon in his other hand, he can attack with the arm of many arms as many times as his base attack bonus allows, and then he may make an unarmed attack with his other hand on the same round as an additional, secondary attack, albeit at a –5 penalty.

By pressing a lever hidden in its mechanism, an arm of many arms can fire its weapon head as a thrown weapon. This can be done with any weapon head, regardless of its type. Firing a weapon head in this fashion requires a ranged attack roll; the weapon head does not receive the wielder's Strength modifier to damage. If the weapon head imitates a light weapon, it has a range increment of 20 feet. If it is a medium weapon, its range increment is of five feet. Firing a weapon head in this fashion is always a standard action, and it obviously leaves the arm of many arms useless until a new weapon is attached to it.

Arm of Many Arms: 225 gp; 6 lb.

Electricaster

An electricaster is a strange weapon, if such a qualifier can even be applied to this device, designed to fire electrical bolts against a target. It consists of a metal rod, not unlike a miniature lightning pole, with a perpendicular handle and a small lever in one end. By pushing the lever, the metal rod is charged with electrical energy and fires a lightning bolt at the target. An electricaster requires special ammunition to fire; these are special pellets, which Gulbold calls quite simply 'bolts'. The electricaster does not actually fire these bolts; instead, it alchemically converts them into pure electrical energy, which is then fired from the metal rod.

Electricasters are the sole invention of Gulbold the Gnome. He maintains he came up with the idea when a lightning bolt fell on him while fixing a lightning pole to the roof of his store. The electrical energy coursed through Gulbold's body without causing him any damage, though his lightning pole somehow channelled the bolt towards the ground, burning one of the neighbouring stalls. Gulbold insists this gave him the idea of a metal rod capable of firing electrical energy with combat purposes.

For all purposes, an electricaster counts as a missile weapon, with its range increments, ammunition and so on. It deals a certain amount of damage on a successful hit and requires an Exotic Weapon Proficiency feat to use. All attacks made from an electricaster count as ranged touch attacks. Loading a bolt into an electricaster is a full-round action that provokes an attack of opportunity.

If a character rolls a natural 1 while attacking with an electricaster, the weapon malfunctions and cannot be used again until repaired. Repairing an electricaster requires a successful Craft (engineering) check (DC 20).

Electricaster: One-handed Exotic Weapon; 1,800 gp; Dmg 2d6 electrical (S)/2d8 electrical (M); Critical x2; Range 30 ft.; 4 lb.; Electrical.

Electricaster Bolts (3): 50 gp; 1 lb.

Flamecaster

Another item of Gulbold's collection of what he calls 'energy weapons', a flamecaster is a bulky, man-sized device attached to a firebreathing weapon. Despite its staggering power and unearthly appearance, the gadget is not magical, based on simple principles of mechanics and alchemy to launch fire upon enemies. A flamecaster looks like a strange backpack made of leather, plastic tubes, levers and cogs, attached to which is a 20-foot long hose of an unknown material. In the other end

of this hose there is a small metal tube with a lever; when this lever pulled, the tube spews a cone of concentrated flame. Due to its size, a flamecaster must be worn on the wearer's back, taking up the space of both one weapon and the backpack. A flamecaster must be aimed with both hands to be fired properly.

A flamecaster requires a very special kind of ammunition to function, consisting of large metal barrels filled with alchemist's fire. These specially designed barrels must be introduced in the contraption's backpack and attached to the fire hose coming out of the pack. A flamecaster must use these specific barrels to function; it will not work with other kinds of oil barrels, even if they are full of alchemist's fire as well.

The true beginnings of flamecasters are unknown, although Gulbold's design is so unique he has no qualms about calling it his own. The likeliest possibility is that they occurred to some other gnomish engineer, which then passed the secret on from a gnome inventor to another until the device's origin was lost. Currently, flamecasters are relatively unknown and mostly unpopular due to the great dangers and difficulties entailed by their use.

A character wearing a flamecaster may, as a full-round action, cause a 10-foot cone to spew forth from the tube. Any creature or object within the cone suffers 4d6 points of fire damage, with a Reflex save (DC 15) allowed for half damage. Usually, the cone appears wherever the flamecaster's wearer is facing; aiming the cone of fire towards a specific area is more difficult than it seems, requiring a Strength or Dexterity check (DC 15). Success means the wearer can choose which targets to affect within the flamecaster's area. A flamecaster barrel has enough oil for 20 such cones of fire, after which it must be replaced for the device to continue functioning.

Any character rolling a natural 1 while activating a flamecaster must succeed at a Strength of Dexterity check (DC 15) or lose control of the weapon; if the wearer loses control of the flamecaster he must make the check every consecutive round until he regains control. For every round the flamecaster spends out of control, it launches a cone of fire in a random direction from the wearer's position (which uses up one of the barrel's 20 charges). In addition, the flamecaster's wearer must succeed at a Reflex save (DC 10) each round the device remains out of control; failure means the wearer himself is struck by the flames (see below).

A flamecaster requires two hands to be wielded properly; it can be aimed with only one hand, but it requires a Strength or Dexterity check to avoid losing control of the weapon, as detailed in the previous paragraph. Furthermore, aiming and firing a flamecaster always counts as a full-round action, thus a character seldom has a chance to use any secondary weapons while wielding a flamecaster.

A character that suffers any amount of fire damage while wearing a flame caster must succeed at a Reflex save (DC 15) or have the fire reach the flamecaster barrel, causing it to blow up. This Reflex save is in addition to any Reflex save that may have been required by the first fire-based attack. If the flamecaster barrel blows up, the device is immediately destroyed, plus the wearer suffers an additional 10d6 points of fire damage, with a Reflex save (DC 25) allowed for half damage. Furthermore, any creature within 20 feet of an exploding flamecaster suffers 4d6 points of fire damage; creatures that were farther than ten feet from the blast are allowed a Reflex save (DC 10) for half damage.

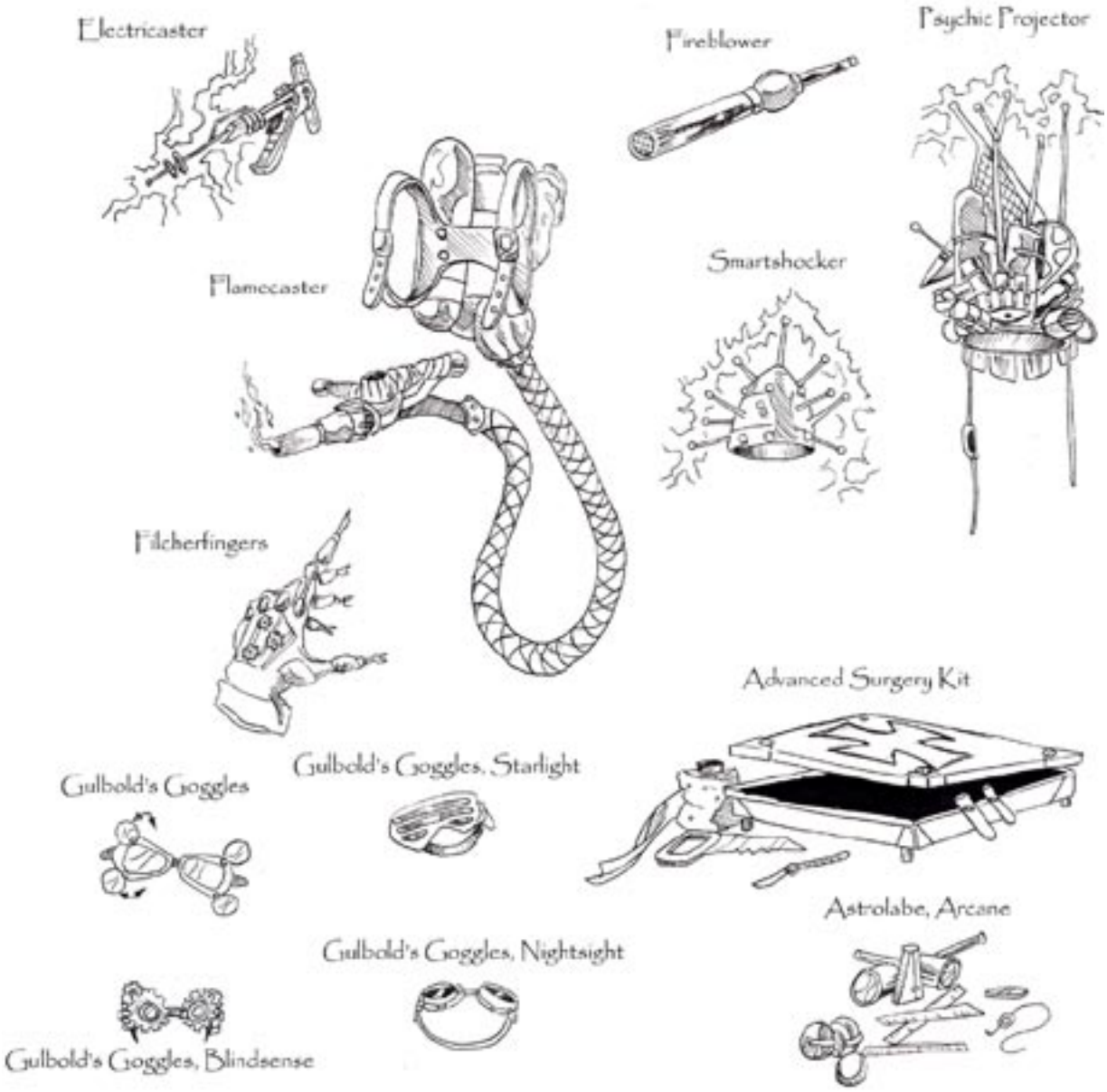
Any creature damaged by a flamecaster, whether by its fire cone or by its explosion, risks catching fire as detailed in the *DMG*.

Flamecaster: 3,000 gp; 10 lb (50 lb. With fully loaded barrel).

Flamecaster Barrel: 200 gp; 40 lb.

Fireblower

A lighter, cheaper and somewhat safer version of the flamecaster, these weapons are designed



to convert the wearer's breath in a line of scolding fire. A fireblower appears as a long hollow tube or blowgun, stuffed with alchemical compounds, which transform the air passing through a fireblower into a stream of fire.

Gulbold invented fireblowers by accidentally sneezing onto the escape tube of one of his first experimental flamecasters. The subsequent explosion destroyed huge sections of the gnome's workshop, plus most of his newest – and mostly untested – designs, though in turn it gave Gulbold the idea for fireblowers (and his first case of severe skin burning). Fireblowers are only slightly less dangerous for the wearer than flamecaster, though they are only in an experimental phase; Gulbold expects to come up with a safer, better design shortly.

Blowing through a fireblower with sufficient force causes a ten-foot long stream of fire to spring from the tube. This stream of fire deals the indicated fire damage on a successful ranged touch attack. A creature or object hit

by a fireblower risks catching fire as detailed in the *DMG*. The wielder of a fireblower must make a Fortitude save (DC 10) every time he uses the weapon; failure means the character suffers one point of nonlethal damage from the tube's noxious fumes.

A fireblower has a maximum range of ten feet, with no range increments or penalties.

Using a fireblower correctly requires the appropriate Exotic Weapon Proficiency feat. A nonproficient character that uses a fireblower, or a proficient character that rolls a natural 1 while attacking with a fireblower, must succeed at a Reflex save (DC 25) or swallow the fire instead of shooting it, suffering the indicated fire damage (no saving throw allowed). A nonproficient character suffers this disadvantage in addition to the usual –4 nonproficiency penalty.

The prolonged use of fireblowers is harmful to the user's health. A character that has used a fireblower more than ten times during any given week must make a Fortitude save at the end of the week or suffer 1 point of Constitution damage. This point of Constitution damage cannot be healed until the character spends a full week without using the fireblower at all. A character that has suffered more than five points of Constitution damage from fireblower use, even if they have been already healed, suffers a permanent point of Constitution drain instead, as his lungs become poisoned by the noxious gases contained by the device.

Fireblower: One-handed Exotic Weapon; 300 gp; Dmg 2d4(S)/2d6(M); Critical x2; Range 10 ft.; 2 lb.; Fire

Enhancers

This section of the Clever Contraptions store includes minor devices and gadgets with a single enhancing function, increasing the wearer's efficiency in a specific area such as visual perception or skills. It is, as all sections at Gulbold's, expanding constantly.

Filcherfingers

This weird-looking gauntlet is designed to help the wearer's thieving skills. It looks like the skeletal frame of a humanoid hand, constructed of iron spines and bands. Minute cogs and screws all along the harness allow small adjustments by which the gauntlet can be made to fit in the hand of almost any Small or Medium humanoid. The gauntlet's 'fingers' are fitted with an assortment of complex-looking, interchangeable tools and contrivances. By fitting the right tools on the filcherfingers, the wearer can greatly enhance his mechanical and burglary skills.

Gulbold the Gnome created his filcherfingers based on the 'mystery mitten', a device created by another gnomish rogue. The 'mystery mitten' device was a leather gauntlet with finger pockets designed to hide skeleton keys and other thieving implements. It was mostly useful to hide and carry such implements; however, while thus used it made the fingers bulky and cumbersome, greatly impairing the wearer's effectiveness at the very skills it was designed to help. Addressing the conundrum, Gulbold created a device that worked as an extension of the wearer's fingers, giving them constant and direct control over the tools employed. The first blueprint was a large success; soon gnome rogues all over were ordering the filcherfingers, which remains one of the most popular devices from Gulbold's store.

While worn on one hand as a gauntlet, a filcherfingers grants the wearer a +2 circumstance bonus on all Disable Device, Open Lock and Sleight of Hand checks. Calibrating, adjusting and refitting the gauntlet for one full round before a skill attempt increases the bonus to +4, though it applies to only the following skill attempt, requiring another full round of calibration and adjustment to receive the increased bonus for a retry or another skill attempt.

If the wearer of a filcherfingers rolls a natural 1 on any skill check modified by the device, the device breaks down and must be repaired,

which requires a successful Craft (engineering) check (DC 15), before functioning again.

Filcherfingers: 400 gp; 2 lb.

Aural Enhancer

An aural enhancer is a tiny device designed to increase the auditory skills of the wearer. It looks like a small metal cone attached to a minuscule metal rod. Both these implements are easily attached to a humanoid ear by a comfortable clasp below the cone.

Few people know it, but Gulbold the Gnome is deaf as a barricade. It is a long story but it involves a flask of alchemist's fire, a thunderstone and something about curiosity killing a cat. In any event, the reason why so few people know of Gulbold's impairment is that he wears his own aural enhancer at all times, allowing him to hear as well as before his unfortunate accident. He designed the contraption himself, obviously with the intention of restoring his own hearing. Suffice it to say he succeeded and, though his invention is not in such great demand from customers with hearing problems – which was its original purpose – it has been a sensation among bards, rogues, rangers and other individuals relying on a keen sense of hearing for a living.

A character wearing gulbold's aural enhancer loses all penalties entailed by deafness, including the 20% chance of spellcasting failure. If worn by a character without hearing problems, it instead grants a +2 enhancement bonus on the wearer's Listen checks, as well as a +1 enhancement bonus on all Perform checks related to singing or playing a musical instrument. Furthermore, the wearer of an aural enhancer can always take 10 on Listen checks, regardless of circumstances.

On the down side, the device imposes a –2 penalty on all saving throws against sound-based and language-dependent spells and effects. A character wearing an aural enhancer suffers double damage from sonic sources and effects on a failed save.

Aural Enhancer: 250 gp; 0 lb (10 of these items weighs 1 lb.).

Gulbold's Goggles

This is doubtlessly the most famous invention by the owner of the Clever Contraptions store, and the one he is most proud of by far. Gulbold's goggles come in a number of different models and versions, each of which is designed to enhance the wearer's ocular senses in a different fashion.

Every kind of Gulbold's goggles is a set of oversized lenses, which can be mounted on the wearer's nose and over his eyes, being attached to the back of the head by wide leather straps and metal buckles. The appearance of the lenses varies according to the specific model of Gulbold's goggles.

Taking a set of Gulbold's goggles on or off is a move action. A second set of Gulbold's goggles can be worn on the neck or over the brow, so that changing from one set to the other counts as a single move action. Regardless of the circumstances, a character cannot benefit from the effects of more than one set of Gulbold's goggles simultaneously.

Gulbold's Goggles, Blindsense

This model of Gulbold's goggles features a set of minute whirling cogs, gears and weighing machines around the lenses. These devices help the wearer sense the presence of hidden objects and creatures by a combination of air currents, sound waves and other non-visual feedback.

Any creature wearing this model of Gulbold's goggles gains blindsense with a range if 10 feet while wearing the goggles. This allows the wearer the ability to automatically detect creatures and objects that would otherwise require a Listen or Spot check to be detected. Creatures that the wearer cannot see still have total concealment against him.

As a bonus feature, blindsense Gulbold's goggles allow the wearer to sense the approach of hidden enemies, allowing him to retain his Dexterity bonus to Armour Class against

hidden or invisible foes. The wearer still loses his Dexterity bonus to Armour Class when flat-footed or surprised, and he is still subject to flanking.

Blindsense Gulbold's Goggles: 9,000 gp; 1 lb.

Gulbold's Goggles, Nightsight

This model of Gulbold's goggles has two large transparent crystal lenses, one coloured red, the other green; the combination of colours, together with the special elements used in crafting the lenses, allow the wearer to see better in the dark.

Any creature wearing nightsight Gulbold's goggles gains darkvision out to 30 feet while wearing the goggles. This darkvision works even under the effects of a *darkness* (but not a *deeper darkness*) spell.

Nightsight Gulbold's Goggles: 5,000 gp; 1 lb.

Gulbold's Goggles, Starlight

The lenses of these goggles are built from a highly reflective, dark crystal with the general appearance as a starry nocturnal sky. By automatically accustoming the wearer's eyes to dark conditions, they greatly improve his low-light vision.

Any creature wearing starlight Gulbold's goggles gains low-light vision as long as he wears them.

Starlight Gulbold's Goggles: 2,000 gp; 1 lb.

Psychic Projector

This incredibly complex and cumbersome item is supposed to boost the wearer's mental abilities. Its effectiveness has not been proven yet, though those daring to wear the ridiculous device on their heads insist it does work. A psychic projector appears as a jumble of levers, antennae and mechanisms the size of a backpack; only careful observation reveals the contrivance is attached to a set of helmet straps, indicating it is all worn on the head. A creature wearing a psychic projector is supposed to have its psychic abilities greatly enhanced.

Gulbold did not invent the psychic projector; in fact, he actually bought it from another gnomish inventor, this one a travelling peddler. Gulbold was so pleased with the results of his own psychic projector (which he still wears as often as possible) he decided to help the distribution of such a wondrous device, immediately accepting three of the gadgets on consignment. So far he has not managed to sell even one of them, though he still attempts to convince every customer passing through his store of the device's incredible qualities and advantages.

A character wearing a psychic projector would theoretically gain a +1 bonus to his Intelligence and Wisdom scores as long as the helmet is worn. In addition, he would gain access to all psion talents (0^{th} level powers) corresponding to the Clairsentience and Telepathy psionic disciplines, as referred to in the *Psionics Handbook.* The wearer still would need psionic power points to activate these powers; however, a psychic projector generates 1d4 psionic power points per day, which its wearer may use as if they were his own. These power points would be automatically replenished at sunrise every day thanks to the solar cells fitted in the helmet; there would be no other way to recharge a psychic projector's power points.

Since no one besides Gulbold has ever worn a psychic projector and lived to tell the tale, its true effects are still unproven. It is up to the Games Master to decide whether the device works as advertised or not.

The wearer of a psychic projector has such a strange, outlandish appearance he suffers a –2 penalty on all Charisma and Charisma-based checks while wearing it.

Psychic Projector: 5,255 gp; 11 lb.

Smartshocker

A lesser version of the psychic projector, this contraption appears like a cap-shaped harness of metal sticks and prods. The wearer of a

smart shocker constantly receives minute electrical discharges, which do not harm him but somehow increase his brain capacity.

Smartshockers were developed by Gulbold based on the sporadic, accidental electrical jolts he gets from his own psychic projector, to which he attributes his enhanced mental abilities. Smartshockers duplicate this intentionally, constantly fuelling the wearer's mind with electrical energy with no more sensation than a slight tingling on the wearer's scalp. A smartshocker is not a magical item, generating its electrical pulses by alchemical and mechanical means. Surprisingly, the device does work, although no customer has shown interest so far in buying a cap that gives your head electric shocks.

The wearer of a smartshocker gains a +2 enhancement bonus to his Intelligence while the device is on his head. However, the constant electrical discharges affect his ability to ponder his increased thoughts, reducing his Wisdom by one point. The enhancement bonus disappears as soon as the smartshocker is removed from the wearer's head, though the penalty to Wisdom remains for many days. A character must refrain from wearing a smartshocker for at least 48 hours for his Wisdom score to return to normal.

The constant tingling on the wearer's skull prevents him from going to sleep wearing a smartshocker. If a character wears a smartshocker for more than eight straight hours, he must succeed at a Fortitude save (DC 15) or suffer one point of Constitution damage as the constant electrical discharges weaken his heart.

Smartshocker: 3,000 gp; 2 lb.

Machines and Tools

This is the most important and extensive section of the Clever Contraptions store. It includes the most complex and advanced mechanical engines and equipment in the store ('and in the world', Gulbold would add). Their uses and characteristics vary greatly; their only common trait is the fact of being highly intricate pieces of machinery.

Advanced Surgery Kit

The advanced surgery kit is the peak of medical technology, including chemicals, tools and instructions that allow a healer to perform near-miraculous deeds. An advanced surgery kit looks like a flat wooden box one foot per side, containing diverse potions, bandages, books and gruesome-looking tools such as medical saws and huge scalpels, plus some truly strange contraptions such as an air injector and an electrical shock inducer. The complexity of these machines, however, lies in nothing but the simplicity of their use; with one of these kits, even the clumsiest character can become an expert practitioner.

Advanced surgery kits are not innovative or complex inventions; they are simply advanced versions of common medical instruments – so advanced, in fact, they actually take medicine to the next level. Therefore, Gulbold did not discover this device; he simply developed and perfected its components, devising a way to pack them all inside an easily portable container. Due to the high specialisation entailed in their use, advanced surgery kits do not sell that much. As long as they do sell, however, Gulbold will keep on producing and displaying them.

An advanced surgery kit is specially equipped to treat advanced diseases, poisoning and even death itself, to be certain. A character using an advanced surgery kit may treat any Heal check as having a DC of 20, instead of its original DC. If the original DC of the Heal check was lower than 20, the kit grants the user a +2 bonus on the check.

Finally, an advanced surgery kit is specially equipped to prevent death. A character using an advanced surgery kit may bandage and stop the blood loss of a wounded creature whose hit points have reached a negative number equal to the user's total Heal check –10. For example, if the user of an advanced surgery kit rolls a total of 25 on his Heal check, he may still bandage and stop the blood loss from a character at –15

hit points. A living creature whose hit points are currently at –10 or below is stable but still dying; it loses no more hit points, though it may not recover lost hit points at a speed greater than one hit point per day. In addition, the wounded creature must receive successful long-term care, requiring a successful Heal check (DC 15) each day, for as long as its hit points remain below –10. Failure to provide this long-term care results in the immediate death of the creature.

For all their effectiveness, advanced surgery kits have their dangers: if a character rolls a natural 1 on a Heal check while using an advanced surgery kit, its patient is treated as having received massive damage – he must succeed at a Fortitude save (DC 15) or die on the spot.

Advanced Surgery Kit: 10,000 gp; 12 lb.

Arcanoscope

This strange machine allows the user to sense magical auras, even though it is not magical itself, by means of uncanny detecting systems allowing it to register the unique waves and energy patterns emitted by magical sources. An arcanoscope looks like an intricate spyglass, with all manner of tiny workings and moving parts covering its entire length.

Arcanoscopes are among the earliest inventions by Gulbold, designed during his first attempts at replacing magical items and abilities by means of scientific artefacts. A device capable of detecting magic was an obvious first choice, not only because it is one of the fundamental arcane effects but also because Gulbold's very research on arcane sources required access to this ability as early as possible.

By spending a full-round action activating the arcanoscope's machinery, a character may use it to sense magical auras exactly as per the *detect magic* spell as if at 1st caster level, as an extraordinary ability. There is no limit to the number of times per day a character can activate an arcanoscope.

The first time a character attempts to use an arcanoscope, he must succeed at a Craft (engineering) check (DC 10) to understand its complex workings. If the check fails, the character cannot understand how to work the arcanoscope until taught by someone who knows how to use it. In this case, the character is allowed an Intelligence check (DC 10) to grasp the explanation. If both checks fail, the character will never fully understand how to work an arcanoscope and must succeed at an Intelligence check (DC 15) every time he wishes to activate the arcanoscope; failure means the arcanoscope will not function for that round and the character must spend another full-round action and make another Intelligence check to get it to work.

Arcanoscope: 1,500 gp; 5 lb.

Astrolabe, Arcane

This item is designed to help astrologers and spellcasters determine the best time to undertake any action, from undertaking a long journey to casting a spell. The device has literally hundreds of rulers, measures, lenses, orbs, gyroscopes, levers and other rotating parts, allowing the user to compare and measure star positions and their probably trajectory. It obviously may only be used when stars are visible in the sky.

The arcane astrolabe was one of many inventions by Mannedeus the Magni Magus, one of the greatest wizards the world has known. He considered it a lesser trinket, though spellcasters and arcanists throughout history have admired and taken advantage of its design. Gulbold, with his eternal dislike of magic, did not care much for the device's purpose or origins, though the sheer amount of tiny cogs and moving parts won him over at a first glance. It could be said that everything Gulbold knows about astronomy, astrology and even occult sciences, he learned from studying and duplicating the arcane astrolabe's mechanism. Now, dozens of wizards, priests and street diviners are thankful for that, as the arcane astrolabe has become a popular article at Gulbold's store despite its price.

To position a arcane astrolabe in the right way to efficiently study the stars from it is so maddeningly complex that a character must succeed at a Craft (engineering) check (DC 20) or Knowledge (arcana) check (DC 20) every time he wants to use it.

Once per day, a character may attempt to use an arcane astrolabe to help his esoteric knowledge. If the required skill check succeeds, the character gains a +4 insight bonus on his next Knowledge (arcana), Knowledge (the planes) or Knowledge (religion) check, a +2 insight bonus on a Spellcraft check made to learn or understand a new spell. Also once per day, the arcane astrolabe may be used to increase a character's caster level by two when casting a single Divination spell.

During the night and outdoors, an arcane astrolabe, if correctly positioned, may be used to give a +4 insight bonus on Survival checks made to avoid getting lost. This use of the device is also effective only once per day.

Once per week, a character may attempt to activate an arcane astrolabe to help his spellcasting. If the required skill check succeeds, the character immediately gains an insight bonus on the save DC of a single spell. The bonus gained depends on how much time the character waits to cast the spell.

If the character decides to wait until the stars for the day are right, the spell must be cast exactly 2d6 hours later and receives a +1 bonus to its save DC.

If the character decides to wait until the stars for the week are right, the spell must be cast exactly 1d6 days after using the arcane astrolabe and receives a +2 bonus to its save DC.

If the character decides to wait until the stars for the month are right, the spell must be cast exactly 3d10 days later and receives a +3 bonus to its save DC.

If the character decides to wait until the stars for the season are right, the spell must be cast exactly 1d3 months after using the arcane astrolabe and receives a +4 bonus to its save DC.

Finally, if the character decides to wait until the stars for the entire year are right, the spell must be cast exactly 1d12 months later and receives a +5 bonus to its save DC.

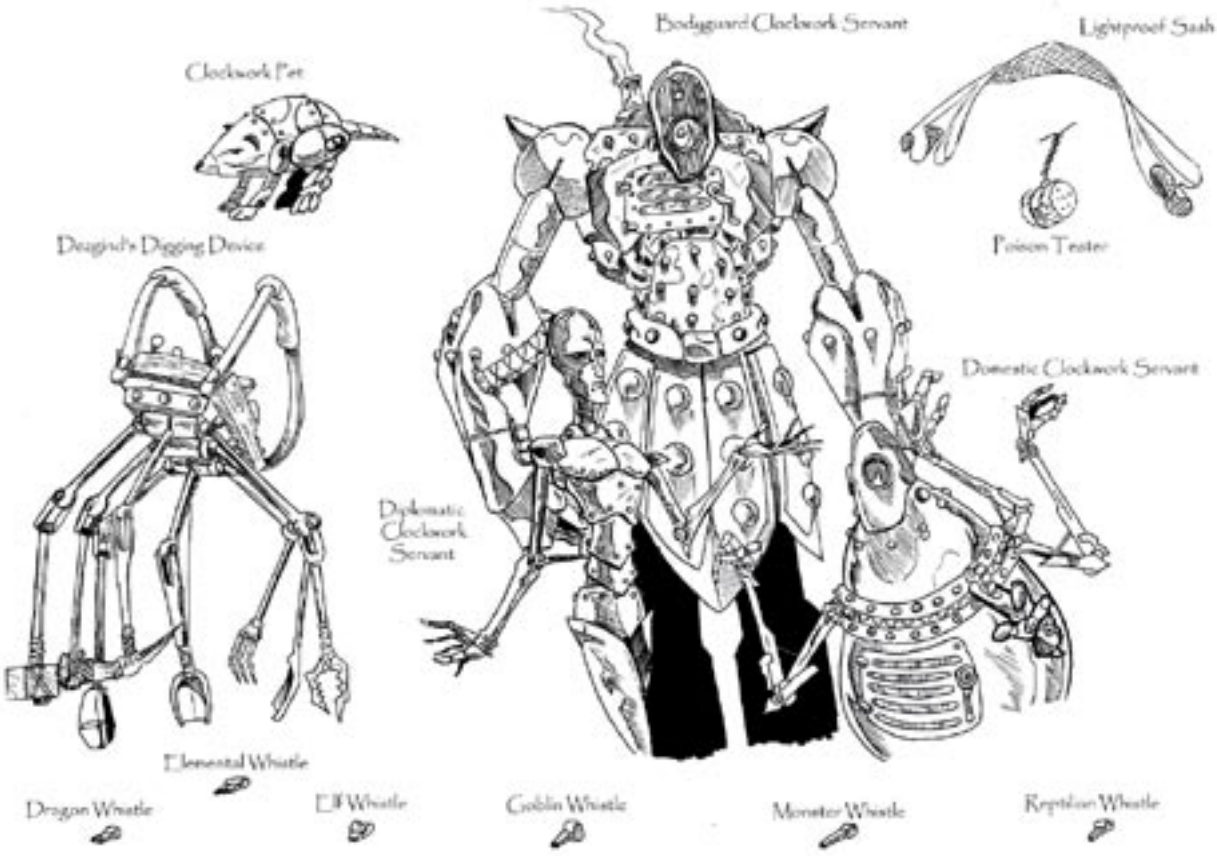
Arcane astrolabe: 8,800 gp; 7 lb.

Clockwork Messenger

A clockwork messenger is a deadly sabotage and war tool in the form of a toy. It appears as a Tiny or smaller clockwork cart or wagon, made of jagged metal and wood pieces. Inside the tiny make-believe vehicle, however, there is a cavity with enough space for a deadly trap, such as a bomb.

Clockwork messengers were devised by Gulbold as a special commission from Duke Delgado of Parissam, who wished to eliminate the youngest heirs to the throne of his kingdom and seize power for himself. Careful not to arouse the engineer's suspicion, Delgado simply asked for a 'clockwork toy car with a fist-sized cavity'; he did not see any need to discuss his plans of using that cavity for a bomb. When Gulbold learned of the royal children's subsequent deaths, he destroyed all his blueprints and designs for the clockwork item and stopped selling it immediately; afterwards, he hunted Duke Delgado down and slew him in a strange battle of dark magic against engineering devices. However, word inevitably got out, and demand for clockwork messengers became so overwhelming the gnome was forced to reach a compromise. He still manufactures clockwork messengers, but designs them in such a way they cannot possibly be mistaken as innocent toys and are always destroyed after their first activation. However, they retain their most dreaded quality – the ability to carry a deadly message to the enemy without risk to the sender.

Upon activation of a clockwork messenger, the user must select how much distance (from ten to 1,000 feet) and at which speed (from ten to 40 feet) it will move. This is achieved by adjusting



the device's levers and mechanisms, an easy process requiring no more than one round. Once activated, the clockwork messenger moves on a straight line at the indicated speed until it has covered the indicated distance. As soon as its movement stops, a hidden mechanism is triggered, causing the messenger's deadly cargo to explode. A clockwork messenger's cargo is often a bomb (see page 73 for detailed rules on bombs), a specially designed trap, or an alchemical item such as a thunderstone, tanglefoot bag or many flasks of alchemist's fire. The clockwork messenger itself is invariably destroyed with the explosion; the flying shards of its shattered frame deal 1d6 points of damage to any creature within ten feet. This is in addition to the effects of whatever cargo the clockwork messenger held.

If a clockwork messenger encounters an obstacle significant enough to stop it from moving in a straight line, it turns around, attempting to complete its indicated movement distance in the opposite direction. A clockwork messenger stops (and explodes) as soon as it has covered its indicated movement distance, regardless of where it is at the moment.

Clockwork Messenger: 600 gp; 4 lb.

Clockwork Pet

A clockwork pet is the mechanical imitation of a Tiny or smaller animal, usually a wizard's familiar. It has very little autonomy and absolutely no self-awareness, knowing only a very limited selection of moves and actions. They are mostly used as toys, though they can also be taught 'tricks' by programming them on the pet's mechanism.

Gulbold invented clockwork pets as an easy to produce, nice holiday gift for his more than 100 nephews, though later he realised they could me a tad more useful than that. By increasing their mechanism's sophistication, Gulbold gave clockwork pets the ability to obey a limited set

of commands, making them a useful tool at every household. Currently, Gulbold keeps a particularly advanced clockwork raven, which he treats as his 'wizard's familiar'.

A clockwork pet has the Strength, Dexterity, hit points, attack forms and movement speeds of a typical specimen of the animal it imitates; however, it is completely mindless, having no skill ranks, feats or mental abilities (Intelligence, Wisdom, Charisma). As a construct, a clockwork pet has all the appropriate construct traits, including the lack of a Constitution score. A clockwork pet never has any special attacks or qualities other than its construct traits. It does not resemble a living being in any fashion, though at a considerably long range it may be mistaken as a member of the animal species it imitates.

Clockwork pets may be designed with pre-programmed 'tricks', just as if they had been taught via the Handle Animal skill (see chapter four of the *PHB*). A typical clockwork pet is programmed with six different 'tricks' it can perform at the touch of a button or lever. A clockwork pet does not understand or obey spoken commands, nor is it able to perform any action other than the six 'tricks' it knows.

Clockwork Pet: 1,000 gp; 6 lb.

Clockwork Servant

Clockwork servants are probably the most complex and advanced gadgets in Gulbold's store ('which makes them the most complex and advanced in the world', he would add). They are man-sized, man-shaped mechanisms with the ability to serve the customer as true living servants. Clockwork servants come in three models: bodyguard, diplomatic and domestic.

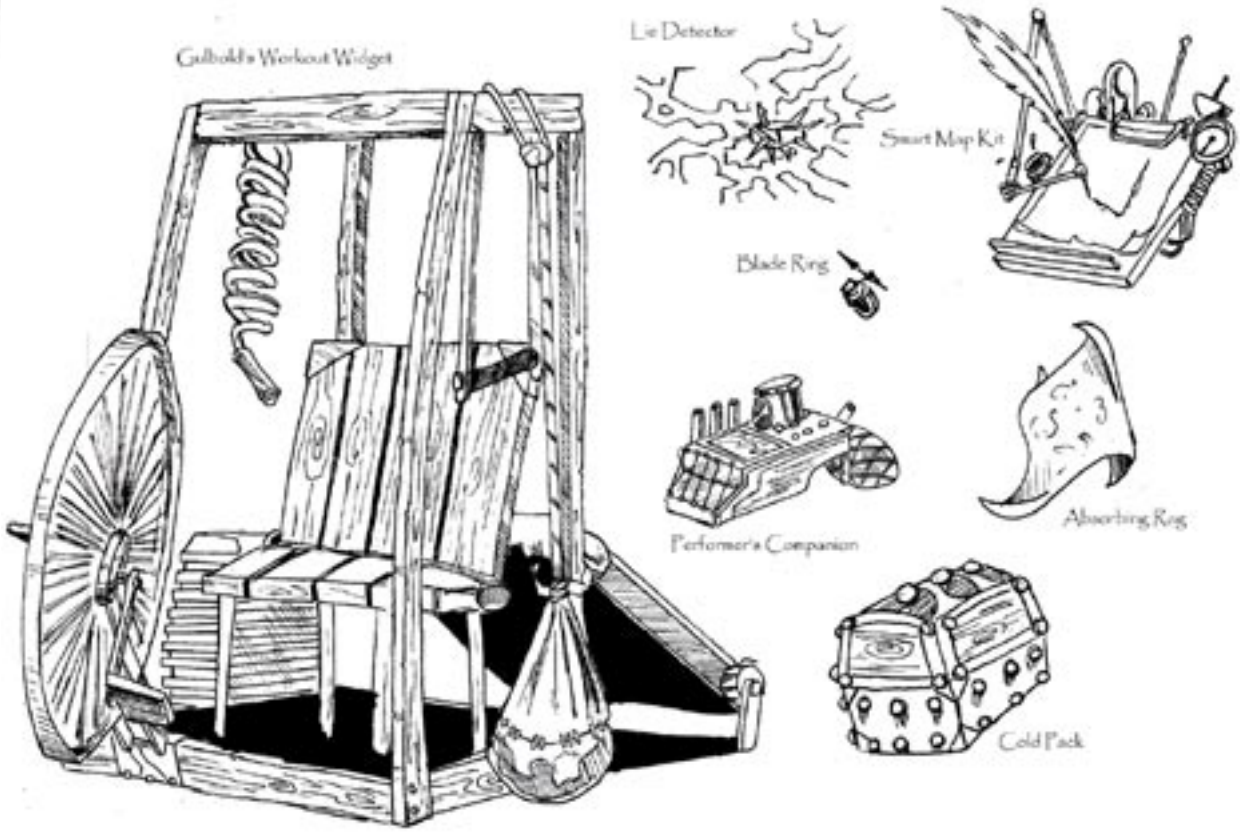
Despite their sophistication and usefulness, clockwork servants are a failure in the eyes of their creator. When Gulbold built his first clockwork servant, he was ecstatic at the idea of having an assistant to carry his stuff, hand him his tools and keep his workshop tidy. However, Gulbold's office was such a mess the servant kept stepping on important equipment, throwing new untested inventions away and breaking things it did not know how to handle. After five attempts with different clockwork servant designs, all Gulbold got was a thrashed workshop and shattered nerves. He kept the design and even began selling it, though, and his few sales so far have been acceptably successful, with no complaints or trouble whatsoever. Therefore, clockwork servants remain available at Gulbold's store, in ever-improving models and designs.

A clockwork servant has the statistics, traits and abilities of a Medium (or Large in the case of a bodyguard clockwork servant) animated object (see the *MM*), including a slam attack and the ability to move on two legs. However, lacking a magic animating force, a clockwork servant is limited on the actions it may perform, according to the model acquired. To perform an action, a clockwork servant must receive a specific order to do so. This order must be given by activating a certain combination of levers and buttons on the servant's body, as a clockwork servant understands no spoken commands. Giving an order to a clockwork servant is a standard action that provokes attacks of opportunity. A clockwork servant always allows itself to be touched (and thus commanded) by all of its assigned masters, even during combat.

All clockwork servants recognise only one master, determined at the moment of purchase. Only a clockwork servant's designated master may operate their controls and give them commands. A designated master (only) can assign up to three more individuals the clockwork servant will recognise as 'additional masters'; the clockwork servant obeys all orders given by these additional masters, though orders from its primary master will always take precedence.

Bodyguard Clockwork Servant

A bodyguard clockwork servant is an imposing, 11-foot tall humanoid mechanism. Contrary to other clockwork servants, it has the statistics, abilities and attack forms of a Large (instead of Medium) animated object. The bodyguard clockwork servant has two basic functions:



attack and defend. If ordered to attack, the bodyguard clockwork servant immediately attacks a designated target to the best of its ability, until the target stops moving or the clockwork servant is destroyed or ordered to stop. The master must choose the designated target upon giving the order to attack. If ordered to defend, the bodyguard clockwork servant follows its primary master at a distance of 30 feet. As soon as it perceives a creature moving rapidly in its master's direction, it will switch to attack mode as detailed above, automatically choosing the moving creature as its designated target, unless commanded otherwise. Bodyguard clockwork servants always come with an integrated melee weapon of the customer's choice.

Bodyguard Clockwork Servant: 4,000 gp; 600 lb.

Diplomatic Clockwork Servant

A diplomatic clockwork servant has a thin, elegant frame and movements that are almost too graceful for such a lumbering machine. A diplomatic clockwork servant has a voice imitation module, allowing it to emit a screeching sound vaguely like a human speaker. This ability allows a diplomatic clockwork servant to repeat anything said to it, even though it does not understand the message. This ability is mostly used in conjunction with a command to move to a certain area, speak a recorded message and return. As a result, a diplomatic clockwork servant can be used to announce visitors, usher guests to any area of a house, or transmit recorded instructions to other characters. These instructions are given verbatim as the servant's master recorded them, which can lead to some confusion if the master is not careful. A diplomatic clockwork servant can also be ordered to automatically open a door every time it rings, accompanied by a recorded message such as 'welcome', 'wait here please'

or 'the master went to the Underdeep, would you leave a message?'

Diplomatic Clockwork Servant: 3,000 gp; 200 lb.

Domestic Clockwork Servant

A domestic clockwork servant has a rotund, misshapen frame. It is the least humanoid of all clockwork servant models, mainly because it has four arms (which allow it to make two slam attacks in a round, should the need arise). A domestic clockwork servant can be ordered to clean, wash, pick up, carry and/or relocate any object, to the limit of its strength and limbs. It can receive long-term commands such as to pick up any item it ever finds on the ground, or to clean a certain room once every day at a designated time.

Domestic Clockwork Servant: 2,000 gp; 400 lb.

Dezgind's Digging Device

This awkward contraption was designed to help the speed and effectiveness of miners and other characters that dig earth for a living. It consists of a metal and wood harness from which protrude eight mechanical arms. These arms may be controlled by a series of levers and spinners within easy reach of a character wearing the harness. Each of the device's 'arms' ends in a strange, unfathomable, powerful and noisy machine designed to pulverise rock and push it off the way.

As its name suggests, Dezgind's digging device was not invented by Gulbold but by one of his smartest, youngest cousins, as a handy tool to help the daily activities of an underground gnome community. This community still issues it as standard gear for its miners and sappers. Gulbold took two samples of the device to the surface in hopes of advertising his relative's invention; he sold one to a dwarven prospector a few months ago and has already requested two more from his cousin, as he feels he will soon sell the remaining one.

A character wearing a Dezgind's digging device on his back gains a burrowing speed of 10 feet per round, though he may not undertake any other activity except burrowing while the device is active. The character may dig a tunnel ten feet tall, ten feet wide and ten feet deep in a single minute. Despite its apparent complexity, Dezgind's digging device is so easy to activate and handle it may be used effectively by any humanoid, regardless of his training or Intelligence.

A character cannot wear any kind of armour at the same time he wears Dezgind's digging device, as it interferes with the adequate strapping of the harness.

Dezgind's Digging Device: 8,500 gp; 35 lb.

Gulbold's Workout Widget

This Large contraption is designed to increase the user's physical attributes after prolonged use. It looks like the combination of various exercise machines in a single cube eight feet per side. It includes a pedal and wheel to exercise the legs, metal springs to exercise the arms, weightlifting loads, a leather and wood treadmill and many other similar accessories. The apparatus is configured in such a way as to allow a character to exercise with all of its accessories at the same time.

Gulbold designed his workout widget during a freak accident in his workshop, when his garbage pile, containing the pieces and remains of everything he had scrapped or discarded that year toppled over him. He became literally trapped by his work, having to grab one piece of equipment with each hand, another with each foot and two or three with his mouth to dig himself out. However, this only caused the many tools and doodads he was handling to get caught on each other, causing him to become stuck in a godless clutter of trash, with each of his limbs stuck to a different gadget. The fact of having to wrestle seven or eight gadgets simultaneously, added to the Herculean effort required to finally break free, gave Gulbold the idea of a multi-gadget exercise machine. He refined and developed it until it became a really

useful appliance, actually increasing the user's health and fitness.

Any character that uses Gulbold's exercise machine for at least one hour each day gains a permanent +1 bonus to Strength after a number of weeks equal to his current Strength score, and a permanent +1 bonus to Constitution after a number of weeks equal to his current Constitution score. If use of Gulbold's exercise machine is interrupted for one day, add one week to both the required timeframes per day of interruption.

For example, a character with Strength 13 and Constitution 15 may increase his Strength to 14 after 13 weeks of using the device for at least one hour each day, and his Constitution to 16 two weeks after that. If he spent three days without using the device, he would require 16 weeks to increase his Strength from 13 to 14, and two weeks more, or 18 weeks, to increase his Constitution from 15 to 16. By continued use of gulbold's exercise machine, the same character might increase his Strength from 14 to 15 by working out one hour a day for 14 additional weeks and his Constitution from 16 to 17 by doing it two weeks after that (or 16 weeks). That means +2 to Strength and Constitution in (roughly) six or seven months.

Working Gulbold's workout widget for more than one hour each day has no additional effect, other than causing the user to become fatigued. Regardless of circumstances, no character can increase his Strength or Constitution by more than two points by use of Gulbold's workout widget.

Gulbold's workout Widget: 30,000 gp; 3,000 lb.

Hollyband's Hydrospawn

Yet another complex and unfathomable device from the unique minds of Gulbold the gnome and his extended kin, Hollyband's hydrospawn appears as a Small two-wheeled cart with a working, steaming boiler on it. As with all other machines found on the Clever Contraptions store, closer observation reveals an endless array of cogs, tubes and mechanisms. This strange engine has the unusual – and useful – capability to create water out of thin air.

The hydrospawn, or 'water maker', was an idea from Hollyband I. Jockrock, a young enterprising gnome inventor, who devised a mechanical system to condense pure water out of thin air; unfortunately, he was taken for a fool everywhere he took his idea. After offering his 'miraculous water machine' and being turned down at every gnomish settlement within 100 miles of his home, Hollyband turned to his brother-in-law, none other than Gulbold the Gnome. Gulbold not only believed in Hollyband's contraption; he agreed to offer it at his store and has even managed to sell two samples.

Hollyband's hydrospawn has a unique system to condense air, process it and use it to create water. By winding a lever on the base of the engine, a character may produce enough water to fill a canteen or wineskin. After this process, the machine becomes incredibly hot, and must be allowed to cool down for four hours before being used again. This allows a Hollyband's hydrospawn to produce six gallons of pure water per day.

A Small or larger creature may push or drag Hollyband's hydrospawn effortlessly, thanks to the two wheels at its base. When the device is not being pushed, a safety lever may be pulled to keep it from falling over or rolling away on its own.

Hollyband's Hydrospawn: 2,000 gp; 130 lb.

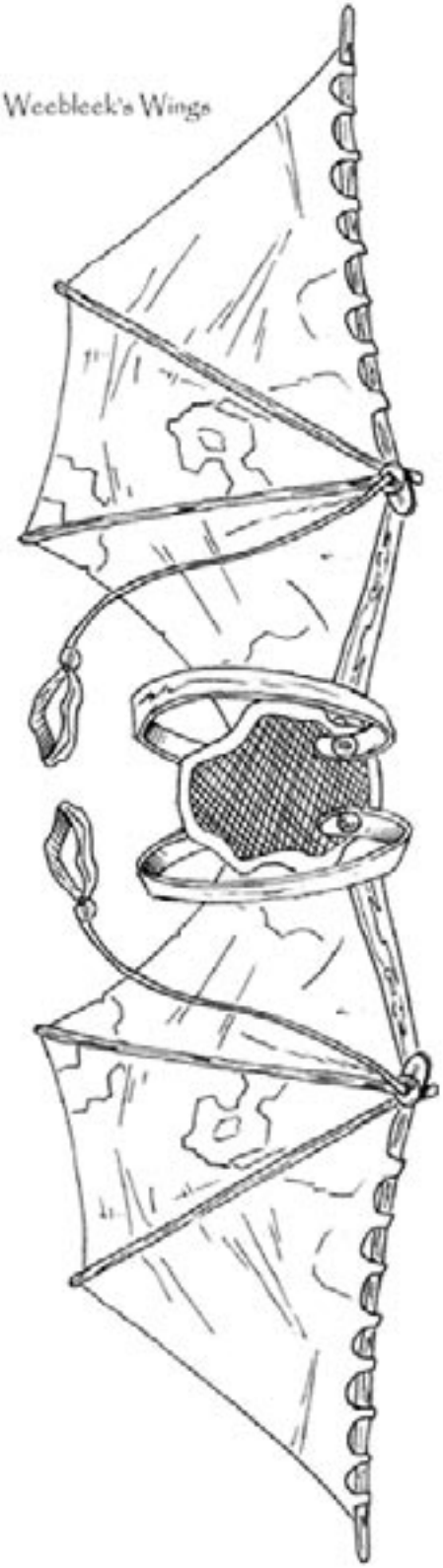
Lie Detector

This device appears as a metal cube, two inches per side. Tubes, needles and antennae protrude everywhere along its surface. When activated, the appliance has the ability to indicate whether a near character is lying.

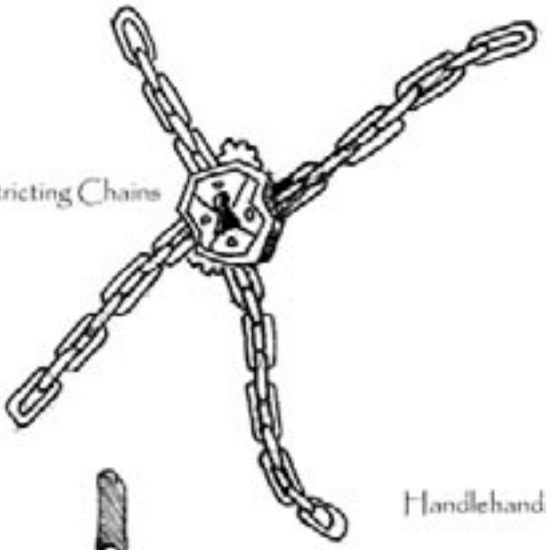
Many gnomish engineers use lie detectors for their commercial dealings, particularly with people from other races. Gulbold always carries at least one on his person, plus he permanently

Monster Projector

Weebleek's Wings



Constricting Chains



Handlehands

Hollyband's Hydrospawn

has at least 2d4 more in stock. Nobody remembers who created lie detectors, so they are regarded as some kind of 'racial creation' among gnomekind.

When activated, a lie detector has the ability to sense whether a creature within 30 feet is telling deliberate falsehoods. The lie detector must be aimed at the target creature; then carefully observed as its antennae and knobs whirl and twist almost imperceptibly. According to these indications, the user may determine if the target creature is lying or not, exactly as per the *discern lies* spell. The lie detector's target is allowed a Will save (DC 15) to avoid detection.

There is no limit to a lie detector's daily uses; however, it may only remain activated for a maximum of one hour, after which it must recharge to be activated again. A lie detector takes eight hours to recharge. Activating or deactivating a lie detector is a full-round action.

Lie Detector: 10,800 gp; 1 lb.

Monster Projector

A monster projector is a strange machine, designed to project frightening shadows over an area and scare other creatures away. It consists of a black metal box containing a lantern and a glass screen. The box includes a number of seemingly useless pieces of metal and cloth. By activating the device's complex mechanism, the box uses these metal and cloth pieces to build a minuscule replica of a monster's silhouette. When placed against the lantern, this replica projects a shadow that resembles exactly that of the replicated creature. Most monster projectors can be programmed to project the following shadows: bat, demon, dragon, ogre or troll. Different monster shadow options can be selected when purchasing or commissioning the device.

The monster projector appeared as the result of a prank Gulbold's nephews played upon their uncle. They used hand shadows to project a dragon behind the gnome engineer's shoulder while he was working on a particularly gruelling and strenuous engine; when he turned around, he was faced with the shadow of a dragon so real, so convincing and so downright terrifying, he fainted on the spot. When he awoke, however, Gulbold was not resentful but thankful. He set to work immediately and, the next time he saw his nephews, he returned their favour with a dragon that was yet more realistic and terrifying than the one they have subjected him to – this one created with the first monster projector. Since then, the device has been one of the store's most popular and requested articles.

By spending a full-round action, a character may cause a monster projector to cast the shadow of the chosen monster on any surface it is facing at the time. The chosen surface cannot be more than 30 feet away from the monster projector. Any living, intelligent creature seeing the shadow cast by a monster projector must succeed at a Will save (DC 11) or actually believe there is a monster of the appropriate type behind it. Animals and vermin are not fooled by a monster projector.

A monster projector has no intrinsic limit on the number of times per day it may be used; however, the lamp integrated to its mechanism still requires a pint of oil to burn for six hours.

Monster Projector: 1,250 gp; 6 lb.

Performer's Companion

This versatile machine is most sought after by bards and other characters following a musical or performing career. It appears as a one-foot by two-foot square box, with a strange mix of many musical instruments, including pipes, strings, resonance boxes and horns, all over its surface. In addition, the box includes a lamp and the ever-present workings and machinery characteristic of all items in Gulbold's Machines section. The performer's companion is generally used to enhance a stage performance of any kind, as it is capable of projecting coloured lights on a performer, as well as adding background

sounds such as musical chords, applause or even a strange sound akin to recorded laughs.

The performer's companion was designed by Elguinzo DeBarma, a famed human bard who did not like to share the stage. After being told for the nth time how impractical it was to always play alone instead of performing in a group, he commissioned this artefact from an unnamed dwarven craftsman. His invention caught on, and pretty soon it became quite *a la mode* to employ a performer's companion at one's shows, especially among those bards with a higher than normal love of themselves, who did not like anyone else to receive the ovations deserved by them.

As a move action, a character can cause a performer's companion to emit a number of accompanying sounds, from musical chords to applause to laughter. A character employing a performer's companion receives a +2 bonus on all Perform checks, which stacks with any other Perform check bonuses gained from other sources.

Performer's Companion: 400 gp; 4 lb.

Smart Map Kit

The smart map kit is the ultimate asset for the dungeon and outdoors explorer. It is a self-drawing chart, with an added compass that indicates north, a number of mechanical sensors that detect the time and distance moved and a mechanical finger that holds a writing quill. This quill draws a map of the area as it is explored by the character carrying the smart map kit. Thus a smart map kit is effectively a tool that draws an area map by itself, sparing the user the grief – and potential mistakes – of doing it himself.

The smart map kit was designed by Ko Seino, a lazy and uncultured barbarian from the far east that liked dungeon exploration but hated taking the effort to map his route or even remembering what path he had taken. After exploration a particularly demanding tomb maze, Ko Seino gave designs for a self-drawing map to a cartographer sage, promising to come back for the finished device. He never did; in fact, nobody ever saw Ko Seino again. It is rumoured he fell in a dungeon pit soon after, though those who knew him best assume he got lost in a forest and some woodlands spirit got him. Whatever the truth, the anonymous sage did finish a prototype of a compass-based, self-drawing map kit. It is unknown how this design came to the occident; Gulbold says he got his first sample of the item – and the story behind them – from Rolo of the Treasures From Afar store. Afterwards, the gnome almost mass-produced the item; ridiculously cheap and easy to make for someone with Gulbold's skill, the smart map kit has sold by the hundreds since he added it to his inventory. As Rolo has been known to say, 'most adventurers are brave heroes, yet incredibly lazy cartographers'.

An activated smart map kit draws a map of the area explored by the character holding it. This means a character carrying a smart map kit has his map done for himself as he explores an area; in game terms, this means the Games Master must give such a character a ready-made copy of every area he has already explored. Obviously, the smart map kit lacks the means to indicate special features, creatures, traps or other landmarks, thus maps created by it lack these details. However, it always saves its possessor the effort of drawing the map, counting the squares or calculating direction all the time.

A smart map kit includes a quill and ink but not parchment sheets, which must be bought separately as the device uses them up. When the ink runs out (usually after ten map parchments or so) it must be replaced by buying a new flask.

Smart Map Kit: 200 gp; 2 lb.

Weebleek's Wings

This bizarre device, allowing the wearer to fly, looks like a light wooden harness shaped like a set of skeletal bat's wings. The wings are held together by a leather membrane, exactly as that of a real bat's. When extended, the harness has a wingspan exceeding ten feet. By flapping these

artificial wings, the harness' wearer can fly at a moderate speed for short periods.

Weebleek Wheellock was a great visionary, even among gnomekind. As all visionaries, he was ridiculed and mocked during his lifetime, though he left a treasure trove of strange and innovative designs, many of which actually worked. However, only a few gnomish inventors have dared research and develop upon his work; Gulbold has obviously been among them. A great aficionado of animals, their abilities and their customs, Weebleek designed a primitive set of wings, supposed to help the wearer to fly by the same principles a bat's or dragon's wings worked. Somehow Gulbold got hold of Weebleek's notes on the device and managed a working model within a year, having mastered and improved the original design after three years. To date, Weebleek's wings remain one of the deluxe articles of Gulbold's shop.

A character wearing Weebleek's wings may fly at a base speed of 20 feet plus 20 feet per five points of Strength modifier (if positive), with clumsy manoeuvrability. The wings are very exhausting to use, as the character must constantly flap them to remain airborne. A character may fly tirelessly for a number of minutes equal to his Constitution score; for each minute beyond that, he must succeed at a Fortitude save (DC 10 plus one per each additional minute after the first save) or become fatigued. A fatigued character can only fly at half speed and must succeed at a Fortitude save (DC 10 plus one per each minute after fatigue sets in) or become exhausted. An exhausted character may not fly with Weebleek's wings and plummets to the ground if still airborne.

A character wearing Weebleek's wings takes only half damage from any fall, regardless of height.

While flying with Weebleek's wings, a character may not perform any other action. If a character performs any action other than flying when wearing Weebleek's wings, he falls to the ground with the appropriate consequences. A falling character may attempt to regain its flying state by flapping Weebleek's wings; it requires 2d4 rounds of flapping the wings for the character to regain stability and stop falling.

Weebleek's Wings: 6,000 gp; 10 lb.

Useful Knacks

This section of Gulbold's store deals with those simple, straightforward good ideas turned items; devices that are useful not because of a complex mechanism but only one or two wisely applied, simple elements.

Absorbing Rag

This looks like a plain, featureless cleaning rag. However, its texture and composition are specially designed to be highly absorbing, making it a much better cleaning tool than any normal rag.

Gulbold came up with the idea of absorbing rags when a black oil barrel spilled all over his workshop, coating his walls, floor, ceiling, tools and half-built items with un-removable black stains. After ten hours of fruitless cleaning work, the desperate Gulbold designed and built piece of cloth whose very nature was specially designed to clean more and better. By the next day, he had cleaned his workshop not only of every oil stain but also of every last ancient, forgotten dirty spot it had accumulated during the last 20 years. There is always a pile of absorbing rags near the store's entrance, ready for customers to take as many as they wish (paying for them of course).

Scrubbing an item with an absorbing rag cleans it of every last dirty stain left on it during its history. The time required to clean the item depends on its size; a Tiny or smaller item is completely cleaned in one round; a Small item is cleaned in 2d4 rounds; a Medium item is cleaned in 1d3 minutes; a Large item is cleaned in 2d4 minutes; a Huge item is cleaned in 5d6 minutes; a Gargantuan or larger item is cleaned in one hour.

An absorbing rag cleans absolutely everything, leaving the item exactly as it was when it was new. It can remove contact or injury poison

without risk to the cleaner; it can even remove all normal or enchanted oils rubbed on a surface. By spending twice the amount of time indicated above, an absorbing rag may be used to remove any writing from a surface, including spells on a spellbook, or even magical writings such as scrolls or *symbol* spells. Using an absorbing rag to remove *explosive runes*, *glyph of warding*, *illusory script*, *sepia snake sigil* or *symbol* activates the spell, potentially harming or even destroying both the rag and the character using it. An absorbing rag has one hit point and a hardness of 1.

A single absorbing rag may be used to remove *sovereign glue* or the adhesive from a kuo-toa, mimic or tanglefoot bag from a Small or smaller surface, after which the rag is utterly destroyed.

Absorbing rag: 75 gp; 1 lb.

Blade Ring

This is a silver or iron ring with a hidden, minuscule blade, which can be pulled out of the ring by pushing a nigh-undetectable button hidden in its mechanism. It is used to help escape attempts, as well as to deliver injury poisons or other similar, treacherous attacks.

Blade rings were first designed by and issued to members of the City of Eugard thieves' guild. The existence of these rings was a well-guarded secret until the guild was disbanded when their master, called only Goldgrasp, died at the hands of Annws Rahax of the Scorpion Slayers Society. The subsequent mass arrests and murders revealed hundreds of these rings in the hands of former thieves' guild members. As soon as it was discovered, blade ring design was adopted and duplicated by black market merchants, and blade rings remain a popular article, favoured by the customers of underground weapons and tools stores.

Springing the ring's blade is a free action that does not provoke attacks of opportunity. A character can spring the ring's blade even while pinned, immobilised or helpless but not while magically paralysed or *held*.

When its miniature blade is sprung, a blade ring grants its wearer a +4 bonus on Escape Artist and Sleight of Hand checks. It may also be used as a weapon; in this fashion, its blade is usually coated with poison for greater effectiveness. An attack made with a blade ring counts as an unarmed attack.

A character that rolls a natural 1 while using a blade ring automatically suffers one point of slashing damage, plus the effects of any poison applied to the blade.

Blade Ring: 160 gp; 0 lb.

Cold Pack

This item looks like a small box or backpack made of metal and leather. The container's interior is treated with special reagents causing it to maintain freezing temperatures, which allows it to store foodstuffs for long periods.

Cold packs are of course a gnomish invention, though some say it was halflings who gave them the idea; in any event, halflings are doubtlessly the device's most loyal and frequent users. As a general rule, cold packs are most popular among travellers desiring to carry food other than trail rations for long periods. However, most adventurers have no time for such luxuries, so they disdain cold packs.

Any meal can be carried and preserved in a cold pack, even common meals or luxurious dishes, which are not commonly considered suitable for travelling. While carried in a cold pack, any meal, from the most ordinary to the greatest feast, is considered a package of trail rations as regards weight and duration, though its price – and of course its taste – remain the same. However, any food carried in a cold pack must be thawed and cooked before it can be eaten.

A single cold pack can hold foodstuffs up to an amount equivalent to 14 days of trail rations.

Cold Pack: 250 gp; 5 lb (plus contents).

Constricting Chains

These look as normal chains; however, inner workings in their locks and the way they attach to each other allow them to be particularly constricting, in fact increasing their pressure in proportion to the efforts of the imprisoned creature. Many victims of this device have stated the chains seem to be alive.

Constricting chains were developed by dwarven bounty hunters, who had suffered the escape of one captured criminal too many and decided to improve their chances of actually getting paid for their work by designing a chaining system that made it increasingly difficult for a prisoner to break free. The result was constricting chains, now mostly used by dwarf mercenaries and police, though sometimes exported to the lands of other races. Gulbold was interested enough in the device to sell a few at his store; the product's success among adventurers and head-hunters does not indicate he will stop selling them anytime soon.

Constricting chains have an ingenious movement-sensing system fitted inside their locks, allowing them to become more constricting the more a prisoner attempts to escape. The DC to escape from constricting chains is always equal to 20 plus the Strength modifier or Dexterity modifier (whichever is higher) of the character attempting to escape.

Constricting Chains: 400 gp; 10 lb.

Handlehands

These special gloves are designed to allow the wearer to handle any toxic or harmful substance, including acids and poisons. They look like normal leather gloves, though they have special, alchemically treated padding on both sides of the leather layer.

Handlehands are the design of dwarven engineers that were forced into frequent contact with dangerous corrosives and other substances. After designing these special gloves, dwarves began exporting them immediately as part of their trade with other races. Gnomes were the first non-dwarven race to acquire and adopt handlehands; they were also the first ones to put them to alchemical use. Gulbold himself always wears a set of handlehands – you never know when an acid reagent is going to explode in your face…

The wearer of a set of handlehands can touch or handle poisonous and acid objects without any damage. This means the wearer is unaffected by any acid or poison that might damage his hands. When the body part affected by the acid or poison is not determined, assume handlehands provide resistance to acid 2 and a +2 bonus on Fortitude saves against contact poisons

Handlehands provide no protection against fire, cold or electrical damage.

Handlehands: 75 gp; 1 lb.

Lightproof Sash

This is a specially treated sash or napkin, which a character can wear over his eyes. The special, flimsy fabric of this sash protects the wearer's eyes against light, while allowing him to see perfectly through it.

Lightproof sashes are of drow design, originally made from the webbing of monstrous spiders; as their use spread to the surface, other races found other materials to make them from. These sashes are most used by underground and light-sensitive races such as drow or goblins; however, they only use them in outdoor daytime raids, during which they are most likely to suffer damage from bright light.

The wearer of a lightproof sash is immune to the dazzling effects of any bright light, including spells such as *flare* or *daylight*. The lightproof sash grants a +1 bonus on all saves against other kinds of light-based effects, such as *hypnotic pattern* or *searing light*. A creature with light sensitivity suffers no penalty from bright light while wearing a lightproof sash.

Lightproof sashes are made of high quality, exotic cloth-like materials, which cause them to be very expensive. A lightproof sash can be

fitted to the eye slits of a heavy helmet, adding half the sash's price to the overall armour cost.

Lightproof Sash: 200 gp (+100 gp as armour implement); 1 lb.

Poison Tester

This item is designed to detect the presence of poison in liquids and solids. It appears as a round white sponge, fit inside a golden ring hanging from a thin golden chain. If dipped in liquid or run through an item such as a lock or weapon edge, it may detect whether there is any poison in the liquid or object.

The inventor of poison testers was Vassaglio, court mage of the Falkhaven Fortress, whose lord and master faced treachery and intrigue every day. By applying a reactive alchemical formula to a common sponge, he could detect even the best-concealed poisons. Poison testers soon became a must for any noble worth his salt, and were used as fashion statements even by those without reasons to fear poisoning. Even now, it is not uncommon to see a rich person or noble with a poison tester dangling from a chain somewhere in his clothes.

To take effect, a poison tester must be immersed in a liquid or sweep an object. If there is any poison, the sponge turns olive green after one minute. After ten uses, the sponge becomes too dry and dirty to remain effective and must be replaced. The cost for a poison tester includes the ring and chain used to safely handle the sponge; replacement sponges must be acquired separately.

Poison Tester: 1,000 gp; 1 lb.
Sponge Replacement: 100 gp; 1 lb.

Weebleek's Whistle

A variation on the wild whistles used to call, scare and train animals, Weebleek's whistles come in many designs and models, each used to affect a different creature type. All kinds of Weebleek's whistles are inaudible to any creature not belonging to the specific creature type the whistle is designed for. Currently, six types of Weebleek's whistles are available at specialised stores: Dragon whistles, elemental whistles, elf whistles, goblin whistles, monster whistles and reptilian whistles. When blowing on any type of Weebleek's whistle, creatures of the indicated type are affected by an extremely high-pitched noise, while other creature types are unaffected.

These whistles are another idea by the great gnomish inventor Weebleek Wheellock, whose love for animals and strange designs caused him to be mocked by his peers while he lived. He discovered them while researching his theory that if there was a special frequency audible only to animals, there had to exist another for each of the other creature types. With this in mind, Weebleek discovered mechanical means to create a variety of sounds, all of them inaudible to gnomes or humans, which affected specific creatures when blown. His idea was never taken seriously until many years after his death, when creative thinkers like Gulbold of the Clever Contraptions store decided to produce and sell whistles based on his discoveries.

By blowing on a Weebleek's whistle, a character may affect any creatures belonging to the type associated to the specific whistle model employed. A creature must be within 60 feet of the whistle to be affected by its sound. A creature affected by a Weebleek's whistle must succeed at a Fortitude save (DC 10) each round the whistle is blown or become shaken for that round. Blowing on a Weebleek's whistle is a full-round action that does not provoke attacks of opportunity.

These are the available Weebleek's whistle types:

Dragon Whistle

This whistle affects all creatures with the dragon type, including true dragons.

Dragon Whistle: 4,800 gp; 0 lb.

Elemental Whistle

An elemental Weebleek's whistle must be designed and bought for a specific type of elemental (air, earth, fire or water); other elementals are unaffected by it.

Elemental Whistle: 3,200 gp; 0 lb.

Elf Whistle

This type of Weebleek's whistle affects all kinds of elves and half-elves, including drow.

Elf Whistle: 800 gp; 0 lb.

Goblin Whistle

A goblin Weebleek's whistle affects all creatures with the goblinoid subtype, including barghests.

Goblin Whistle: 100 gp; 0 lb.

Monster Whistle

This whistle is almost identical to a wild whistle (see *Ultimate Equipment Guide*), except it is mechanically and alchemically strengthened so as to affect not animals, but magical beasts instead. Due to unforeseeable secondary effects of their design, roughly 15% of all monster whistles affect monstrous humanoids as well as magical beasts.

Monster Whistle: 3,600 gp; 0 lb.

Reptilian Whistle

This whistle affects all common reptiles, including reptilian humanoids and true reptiles (animals), as well as magical beasts with predominant reptilian features such as basilisks or hydras. A reptilian whistle does not affect dragons of any kind.

Reptilian Whistle: 1,800 gp; 0 lb.

Hidden Home: Traps and Furnishings

This stupendous building is easily one of the largest in the Marketplace of Marvels, as well as one of the few stationary ones. It is not a removable tent but a sturdy, large and aged stone structure the size of a small castle. A discreet, spare but steady line of customers comes in and out of the great store entrance, revealing its buoyant business. All of the store patrons appear finely dressed, showing an economic station quite above the common folk. It makes sense too, for the store sign – 'Hidden Home: Advanced Furnishings and Safety Devices' written in gold letters over a scarlet background – suggests the store deals in expensive building modifications… for buildings holding something of value within.

'Hidden Home' is a large building emporium dealing in advanced furniture and 'safety devices' or, to put it bluntly, traps. These run from advanced locking mechanisms to true death-trap rooms, designed to capture and often kill intruders. Therefore, most of the patrons of Hidden Home are eccentric wizards, fearful nobles or simply rich people that do not wish to share their wealth in any way. However, as Hidden Home also sells harmless but quite useful home improvements, it also attracts all kinds of architects and engineers wishing to employ the store's techniques and tools for one project or another. Hidden Home is always on the same place; when the Marketplace of Marvels is out of business, it simply closes its doors (as opposed to other market stalls, which move on to continue their sales elsewhere).

The owners of Hidden Home are the wealthy and secretive Buin-Simone family, who employ dozens of engineers and designers to produce their popular furnishings. The Buin-Simones very rarely attend their store, leaving direct sales and deals to an army of subordinates. However, there is always a member of the family somewhere inside the building, so the store managers can contact them quickly in case of trouble or a special deal. Needless to say, Hidden Home is exceedingly well guarded, with an unbelievable array of state-of-the-art traps and alarm systems. Therefore, not even the most skilful or imprudent rogue would dare attempt to rob Hidden Home.

Advanced Furnishings

This section of the Hidden Home store features some advanced and unusual designs on simple home furniture. These are not traps or strange mechanisms but rather highly developed versions of common gear.

Fine Arrangements

An exotic mask brought from the Orient. A carefully chosen spiral motif on the rug. A wall paint that matches the polished floorboards. A calculatedly quiet, agreeable atmosphere. All of these are signs the owner of a house is a careful, sensitive individual. For such owners, Hidden Home sells a number of decorations, fittings and arrangements specially designed to make your house look good. By hiring the fine arrangements service, a character gains the services of a specially designated team of architects and decorators, which look his house over and offer a number of décor styles and combinations. When the customer has chosen and paid for one of these, Hidden Home takes and applies the furnishings and decorations to his home, transforming it into style paradise.

Fine arrangements are a preferred service of nobles or prestigious community members. They may be a mark of either taste or snob value, depending on who is the owner of the house. Many users of this service hire it several times in a year, either because they are never satisfied with any arrangement or simply because they want to show off.

The owner of a room treated with fine arrangements gains a +2 bonus on all Charisma and Charisma-based checks while inside the area. The Games Master is encouraged to enrich this bonus by being as detailed and descriptive as he likes when describing a house treated with fine arrangements.

A character may wish to pay for a masterwork version of the service, in which case the bonuses gained from it are doubled (+4 on all Charisma and Charisma-based skill checks). A room treated with masterwork fine arrangements is an exquisite work of art, which astounds the rich and daunts the poor. Even entering such a delicate, elegant room makes many characters quiver with apprehension at the idea of disrupting its meticulous arrangement.

A specialised Hidden Home team requires 1d3 days to make fine arrangements to a house. If a character wishes to make the arrangements himself, he may pay only two-thirds of the indicated price, though it takes 2d6 days for him to apply the arrangements and must succeed on a Craft (decorations) or Knowledge (architecture & engineering) check against a DC of 15; if the check fails, the arrangement is flawed and the owner does not gain any bonus from it. It is possible to retry the arrangement, though it takes an extra 2d6 days plus one day to dismantle the current one and the check receives a cumulative –2 penalty. A character may not attempt a masterwork fine arrangement by himself unless he has at least eight ranks in Craft (decorations) or Knowledge (architecture & engineering).

Fine Arrangements: 800 gp per room; 500 lb. (distributed among 2d6 boxes and buckets)
Fine Arrangements, Masterwork: 4,000 gp per room; 1,000 lb. (distributed among 3d8 boxes and buckets)

Home Theatre

A home theatre is a wooden stage ten feet tall and 20 feet across, specially designed for minor home performances, including generic scenery, drapes, curtains and a small ensemble of musical instruments. High-class customers order home theatres installed on their homes so as to offer truly fine entertainment for guests, as well as showing off the occasional talented relative – or one's own talent. Home theatre users include the gamut from rich, rather unskilled amateurs who organise parties just to be seen and heard to truly talented artists who like to receive and treat others like themselves in warm, yet classy social gatherings.

Any character performing in a home theatre by Hidden Home receives a +2 circumstance bonus on all Perform checks. This bonus does not stack with circumstance bonuses gained from any other sources.

Hidden Home sells also masterwork versions of home theatres, which grant a +3 bonus (instead of +2). These home theatres cost up to five times the normal price.

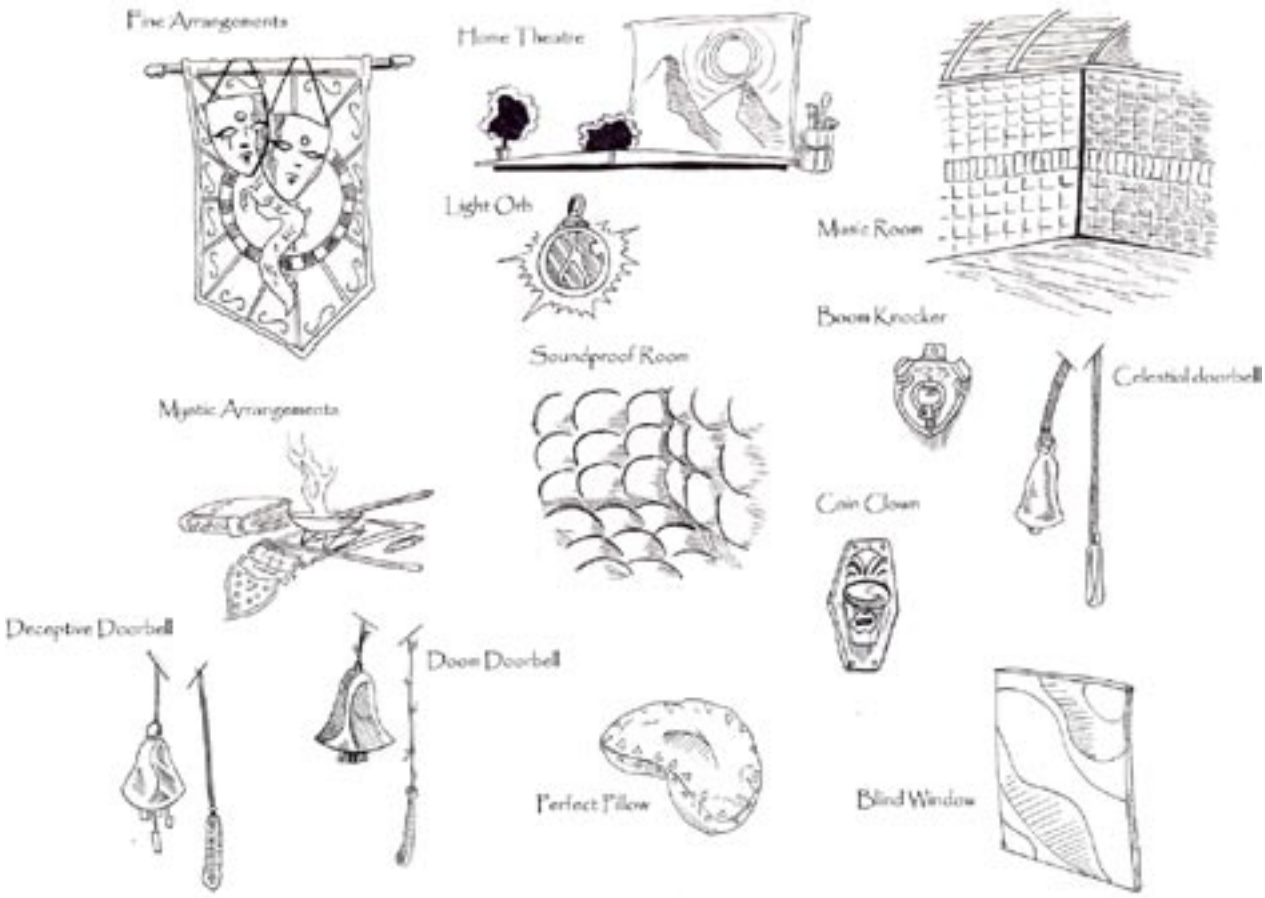
A specialised home team takes one day to set up a home theatre, masterwork or otherwise, at no additional cost.

Home Theatre: 400 gp; 500 lb.
Home Theatre, Masterwork: 2,000 gp; 2,500 lb.

Light Orb

During the past few years, these devices have become a fashionable, practical and widely used article in the houses of magicians, nobles, inventors and other eccentric characters. A light orb is a crystal sphere four inches in diameter, inside which shines a permanent light akin to a *continual flame* spell. The orb is complete with a bronze or copper socket by which the device can be attached to a wall or hanged from a ceiling. Attached to this socket is a rotating lever, which can be switched to turn the orb's light on or off. The flame inside a light orb is of a kind that feeds not in oil or timber but thin air, aided by alchemic substances that help it stay on for incredibly long periods.

Most high-class houses use light orbs nowadays, both for illumination and as a mark of status. Efficiently placed rows of light orbs can bring



light equivalent to full daylight to an area, even during the night.

Light orbs emit light equal to that of a *continual flame* spell. This light is not magical, so it is not subject to dispelling by *darkness* or *dispel magic* spells, plus it is not permanent; most light orbs last 2d6 months before needing to be replaced.

Light Orb: 150 gp; 1 lb.

Music Room

This service includes minor architectural modifications to a room, designed to greatly enhance its acoustic qualities. A music room looks like a normal chamber, except it tends to have sparse decoration, often complemented by a heavy load of wall and ceiling paintings and motifs. Also, a music room usually has a taller roof, allowing more space for sound to travel freely.

Paying for a music room means paying an architect or engineer to build or modify a room so that it has music room qualities. The two costs given are for music rooms built from scratch and modifications to existing ones, respectively. Music rooms are hired and commissioned by wealthy bards that wish to continue their performing activities at home, as well as cultured nobles and music sponsors.

A character inside a music room gains a +2 circumstance bonus on all Perform checks related to singing or playing a string instrument. Music rooms are not well suited for oratory or acting, as their acoustic qualities tend to confuse and blur specific words.

Music Room (full): 800 gp; weight does not apply

Music Room (Modifications): 400 gp; weight does not apply

Mystic Arrangements

It is common knowledge among occultists and architects alike that certain colours, moods and forms are best suited than others to help deep thinking and the flow of arcane forces. Hidden Home offers a service of mystic arrangements, making those special embellishments allowing the customer's house to be a node for strong psychic and arcane forces.

A room treated with mystic arrangements looks fairly common, though its decoration and furnishings have a subjacent, unobvious order to them that becomes apparent only via a successful Knowledge (arcana) check (DC 15). This concealed order helps any character in the area to think more clearly and peacefully.

Mystic arrangements were developed by divine spellcasters and psionicists looking for a living environment that helped them clear their minds, though snobbish aristocrats everywhere also commission the service frequently.

The inhabitants of a house treated with mystic arrangements receive a +2 bonus on all Wisdom and Wisdom-based skill checks for as long as they remain inside the house. To be considered an inhabitant of a house, a character must live in the house for at least one full week. If the character leaves the house for more than a week, he requires an additional week of re-acclimatising before receiving the bonus again.

A specialised Hidden Home team requires 1d3 days to make mystic arrangements to a house. However, a character with at least four ranks in both Knowledge (arcana) and Knowledge (architecture and engineering) may wish to make the mystic arrangements himself. By doing so, he may pay only two-thirds of the indicated price, though he requires 2d6 days to apply the arrangements and must succeed on a Knowledge (arcana) or Knowledge (architecture & engineering) check against a DC of 15; if the check fails, the arrangement is flawed and does not grant any bonuses. It is possible to retry the arrangement, though it takes an extra 2d6 days plus one day to dismantle the current one and the check receives a cumulative –2 penalty.

Mystic Arrangements: 800 gp per room; 100 lb. (distributed among 1d4 boxes and buckets)

Soundproof Room

These rooms are insulated against all sounds via special padding under the walls, floor and ceilings; some might require special measures and configurations as well.

Since such rooms have little value in the show-off area, they are not as popular among the rich and powerful as music rooms or other arrangements offered by Hidden Home. However, a soundproof room is always a useful addition to a house, regardless of whether the owner is a saintly priest looking for serenity or a serial killer and torturer looking for secrecy. Hidden Home will gladly supply all kinds of clients with the plans and modifications required to soundproof a room, or even build one from scratch. The two prices given are for the full construction of a soundproof room and the modifications to soundproof an existing one, respectively.

Characters inside a soundproof room suffer a –4 penalty on Listen checks and Perform checks requiring the emission of sound, including acting, musical instruments, oratory or singing. Conversely, all characters receive a +2 circumstance bonus on Concentration checks made inside a soundproof room. Creatures outside a soundproof room receive a –10 penalty on Listen checks made to notice what is going on inside the room.

Spellcasting inside a soundproof room is a tricky business. First of all, any spells with a verbal component have a 20% spellcasting failure chance. In addition, language-dependent or sonic-based spells grant the target a +4 bonus on his saving throw.

Soundproof Room (Full): 400 gp; weight does not apply

Soundproof Room (Modifications): 100 gp; weight does not apply

Clever Fittings

This section of the Hidden Home store includes mechanical innovations to a house's workings, from practical additions to amusing luxuries. These are not necessarily traps or room modifications, but only ingenious knacks designed to help a home function more efficiently.

Boom Knocker

These knockers can be easily fitted to an existing door; their mechanism is based on acoustic principles allowing them to produce louder than normal knocking sounds. Since they are guaranteed to at least startle anyone knocking on them, boom knockers are usually commissioned and employed only by the most reclusive individuals.

Knocking on one of these devices produces a deafening noise equal in strength to that of a thunderstone; any characters within ten feet of the door when it is knocked must succeed on a Fortitude save (DC 15) or become deafened for one hour. In addition, the sudden racket is likely to scare the wits off the most jumpy visitors; any creature within ten feet of a boom knocker the first time it hears it sound must succeed on a Will save (DC 10) or become shaken for one minute.

Thanks to specific soundproofing mechanisms inside the boom knocker, characters inside the house are unaffected by it.

Boom Knockers (Pair): 300 gp; 3 lb.

Celestial Doorbell

Specially designed to give forth a heavenly chime, this specially made bell makes it much nicer to arrive to a house or receive visitors in it. A celestial doorbell appears as a common brass bell, attached to ten feet of string or cord; when this cord is pulled, the bell emits an almost supernaturally nice and pleasing sound.

Celestial doorbells started as a huge fad, with all rich people around wanting to have one; now that they all do have celestial doorbells and thus no way to be superior about it, the fad is starting to wear off. However, celestial doorbells remain a pleasant, tasteful and elegant article to acquire or give as a gift to one's friends.

The sound of a celestial doorbell gives listeners both inside and outside the house a +1 morale bonus on Will saves for a full minute. Furthermore, any creature that listens to a celestial doorbell is granted an additional saving throw (with a +1 bonus) against any fear effect currently affecting it. A character that has been affected in any way by a celestial doorbell cannot receive any of its benefits again for the next 24 hours.

Celestial Doorbell: 360 gp; 5 lb.

Coin Clown

This weirdly shaped lock can be attached to any door, entrance, chest lid or anything else that can be opened. A coin clown appears as a bronze-cast, jeering face with an open mouth, its nose being the lock handle. The mechanism inside a coin clown is always locked by default; however, it is programmed to open automatically if a single gold piece is slipped inside the clown's mouth. This mechanism allows the owner of a coin clown to charge a fee for access to whatever is behind the door or inside the box that has a coin clown on it. The coin clown comes with a hollow compartment, which can hold up to 1,000 gold pieces.

A coin clown cannot be opened by introducing a silver or copper coin; it always needs at least a gold piece. It may be forced open without spending the coin by a successful Open Lock check (DC 45). The lock's break DC is also 45. A character that has successfully forced a coin clown open (only) may then attempt to access the coin compartment, which in turn requires another Open Lock check (DC 32) or Strength check (DC 30).

A coin clown cannot be attached to a door with any other kind of lock. All previous locks must

be removed from a door before attaching a coin clown.

Coin Clown: 600 gp; 2 lb.

Deceptive Doorbell

Similar to the celestial and doom doorbells, this bell is designed to emit unusual sounds when rang. A single deceptive doorbell is built with a particular sound, commissioned by the customer upon ordering the bell or else decided by the crafter upon completion of the item. Currently, deceptive doorbells can be made with the ability to emit one of the following sounds: a monster's roar, a galloping cavalry, a war horn or trumpet, a round of applause, a gust of blowing wind or a shrill scream of terror. A deceptive doorbell looks like a common copper doorbell, attached to a colourful cloth string.

Deceptive doorbells are mostly aimed at tricking and disconcerting unwanted visitors, though many a silly noble has bought one to play jokes on his friends and relatives for the sheer fun of it.

Characters within 20 feet of a deceptive doorbell when it rings must succeed at a Will save (DC 20) to deduce the sound actually comes from the bell; otherwise, they believe they are actually in the presence of whatever the deceptive doorbell sounds like. A deceptive doorbell has only one sound; it cannot give out any sound but the one it was built to emit.

Deceptive Doorbell: 180 gp; 5 lb.

Doom Doorbell

This black bell emits a terrifying sound when rang. It is used as an entrance doorbell mostly by those who do not wish to be visited, though some aristocrats with strange tastes have been known to order it as well. A doom doorbell appears as a dark iron bell, attached to a ten-foot black cord, woven from human hairs; when this cord is pulled, the bell emits a frightening and ominous clang.

Due to their little social appeal, doom doorbells are bought only by those nobles with the weirdest taste; however, they are a favourite article of misanthropic wizards and secret societies; there is a rumour maintaining that even some undead landowners have bought these bells at Hidden Home.

Any living, intelligent creature listening to the agonising bang of a doom doorbell within 20 feet must succeed at a Will save (DC 20) or become shaken for a full minute. If the creature was already shaken, it must succeed at an additional Will save (DC 15) or become panicked for 2d4 rounds. A character that succeeds at any of these saves cannot be affected by the same doom doorbell for the next 24 hours.

Doom Doorbell: 2,000 gp; 5 lb.

Perfect Pillow

These bed accessories are made of the finest silks, stuffed with the finest exotic feathers and shaped by expert engineers, all with the sole purpose of offering customers a perfect night of sleep. A perfect pillow looks the part of a deluxe article since the first glance, though only those who have slept on it know the full extent of its quality.

A perfect pillow may be jewelled or embroidered with cloth-of-gold, which results in an increased price. These additions do not increase the perfect pillow's effectiveness in any way, though they do augment its value; even without these additions, though, the materials required to confection a perfect pillow make it almost too expensive already. Of course, none of this has stopped some customers from ordering the most luxurious models they can think of.

A character that uses a perfect pillow while he sleeps heals an additional 1d3 hit points for eight hours of rest. In addition, he gains a +2 bonus on Will saves made while he sleeps against effects such as a *nightmare* spell.

Perfect Pillow: 500 gp; 1 lb.

Safety Measures

There are two related sections in the Hidden Home store; the one labelled 'Safety Measures' and the one labelled 'Traps'. Articles designated as 'traps' are those that actually harm or hinder intruders; The 'safety measures' designation refers to all those articles the owners of Hidden Home consider plain, harmless warning and protection tools. These tools do a great job of protecting a home but cause no damage to intruders. The separation is due mostly to the fact that some cultures have laws against the sale and installation of lethal traps; this way, Hidden Home may sell traps to anyone interested, though the general public sees only the 'Safety Measures' section.

Blind Window

These windows are not only made of glass; one of their sides is coated with a special alloy of quicksilver similar to that employed to make mirrors but much more advanced. Characters watching from one side of a blind window can see what is on the other side perfectly, while characters on the other side see only their own reflection. Therefore, a blind window counts as a normal glass pane on one side and as a mirror on the other.

A blind window can be crafted in three sizes: Tiny, Small and Medium. Each type is enough to watch the entire body of a creature of the corresponding size.

Blind windows are used to hide secret compartments behind mirrors, from which a character may spy on whomever looks in the mirror. Blind windows are thus a priceless tool for infiltrators, intrigue mongers and assassins. For unspecified reasons, the article is particularly popular among old nobles whose young pretty nieces or granddaughters come to spend a vacation.

The character on the 'window' side of a blind window has full concealment against the character on the other side; the character on the 'mirror' side is immune to any gaze attacks or illusions cast by the character on the 'window' side. The character on the 'window' side is fully affected by any gaze attacks or illusions cast by the character on the 'mirror' side.

Blind Window (Tiny): 40 gp; 2 lb.
Blind Window (Small): 250 gp; 4 lb.
Blind Window (Medium): 1,000 gp; 16 lb.

Chestfloor

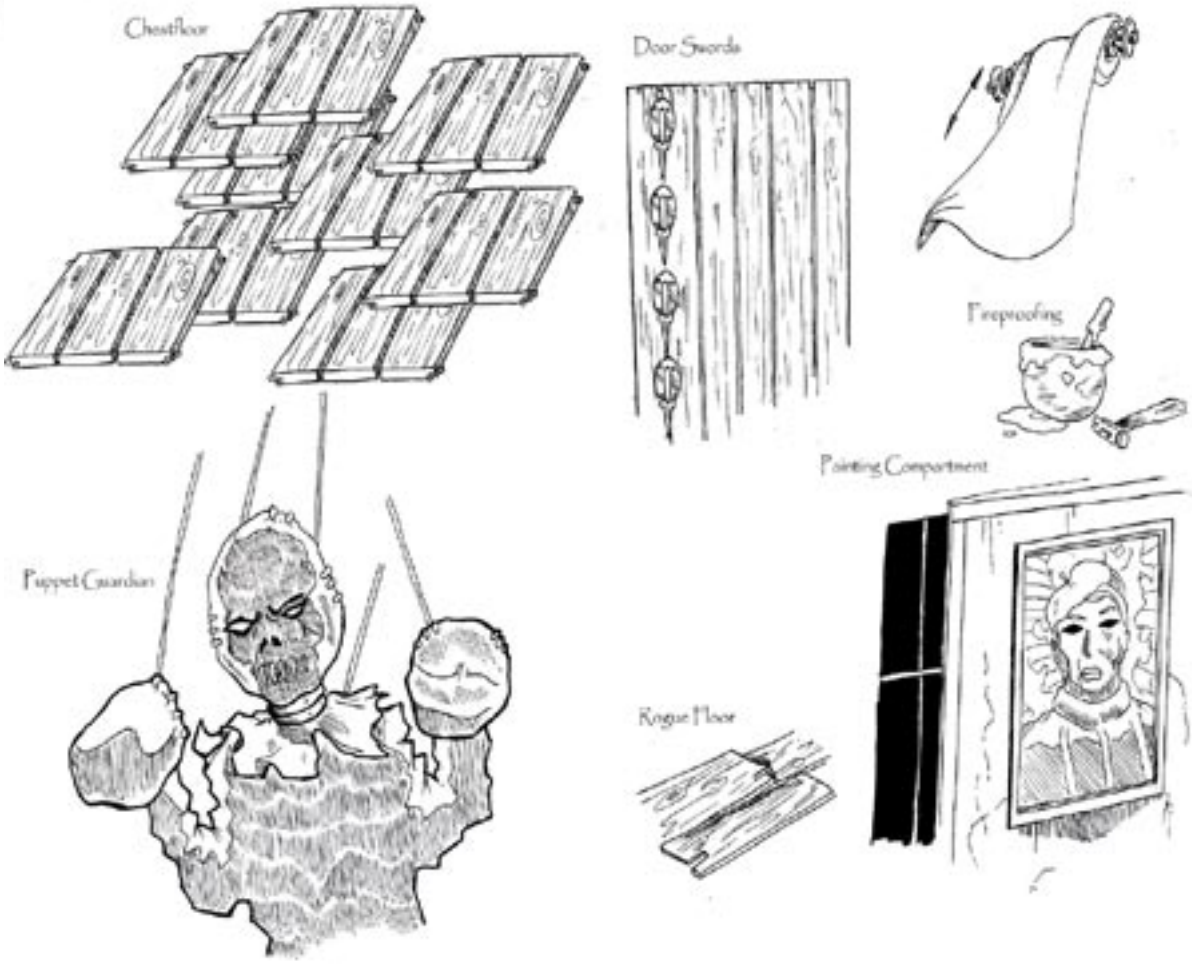
This clever equipment appears to be a ten-foot square of wooden floor. However, its tiles are attached to one another via rotating, detachable pivots; therefore the 'floor' is fully collapsible. Thus it can be turned into nine separate wooden planks (three-foot square each), or even a wooden box, by pushing a few levers and buttons.

A chestfloor is usually located a few inches above the room's actual floor, leaving enough space to hide things below it. These things may be hidden in strategic locations, so they are swept inside the chestfloor as it is transformed into a box and remain inside it after the transformation.

The buyer of a square of chestfloor is also given a good quality lock (DC 30 to open or break), which is easily attachable to the chestfloor in closed box form and helps keep it closed.

Chestfloor can be used to cover a floor of almost any size, simply by purchasing and installing several interlocking chestfloor squares. Each ten-foot chestfloor square forms a separate, independent box; other chestfloor squares cannot be attached to each other to form a larger box.

Turning a square of chestfloor into a chest is a full-round action that provokes attacks of opportunity. However, returning a box to chestfloor form and installing it again takes a full 2d6 minutes. A character can detect the empty space below a square of chestfloor by a successful Listen check (DC 20), Search check (DC 15) or Spot check (DC 25). A character that is not familiar with the function of a chestfloor requires a successful Disable



Device check (DC 20) to turn it into a box or vice versa.

Chestfloor (10 ft. square): 180 gp; 50 lb.

Door Swords

Contrary to what their name might suggest, a set of door swords is not a blade trap set against characters attempting to open a door. Instead, door swords are a very complex, clever and artistic locking mechanism. A door swords set includes four sword-shaped, rotating handles, four inches long each, which may be attached to a door in any order. Each 'sword' may be rotated on its axis to point in one of eight directions – up, down, left, right, or any of the four directions inbetween.

Once door swords are attached to a door, the owner may establish a locking combination requiring each of the four swords to point in a different direction. Henceforth, the door can only be opened by rotating the swords to make them face the required directions.

A set of door swords counts as a masterwork, superior lock; it requires a successful Open Lock check (DC 42) or Strength check (DC 42) to force open. The combination required to open a set of door swords can be discovered with a successful Disable Device check (DC 35).

Door swords cannot be attached to a door with any other kind of lock. All previous locks must be removed from a door before attaching a set of door swords.

Door Swords: 600 gp; 5 lb.

Fireproofing

The fireproofing service offered by Hidden Home consists of discreet yet thorough modifications to a room's structure and configuration. By removing or hiding flammable material, applying alchemical covering and other similar, minor streamlining tasks, the resistance to fire of a room can be substantially increased.

Fireproofing is a standard modification, included among most of the basic packages Hidden Home offers its clients; therefore, nearly all the customers of Hidden Home have fireproofing installed at their homes.

The walls, floor and ceiling of a fireproofed room count as having resistance to fire 10. Any creatures and items inside such a room gain a +2 bonus to all saves and checks made to avoid catching on fire or against fire damage.

Fireproofing (Per Room): 450 gp; weight does not apply

Painting Compartment

Painting compartments are a classic example of hidden passages and sections inside a house. Such a compartment is always located behind a large painting on a wall, usually on a strategically important corridor or room. A character hidden inside a painting compartment can see anything that happens in the corridor or room the painting is located on, using a set of peepholes concealed inside the painting's image. Since most painting compartments are located behind a portrait, these peepholes are most often camouflaged as the portrait's eyes. The entrance to a painting compartment may be a secret door behind or beside the painting, or even be in a different wall or area of the house, requiring the character to move through a series of hidden passages to reach the painting compartment.

A creature passing in front of a painting compartment is allowed an automatic Spot check (DC 25) to notice the peepholes and thus the hidden compartment. If the creature is actively searching for a secret compartment on the painting, it is allowed a Search check (DC 15) to locate the peepholes.

A creature with gaze attacks can freely use them from the peepholes, even though it remains technically unseen by its targets. A creature inside a painting compartment has 100% concealment from creatures outside, even after being discovered.

To actually face a creature inside a painting compartment, the entrance to the compartment must be found and opened separately. For exactly such an eventuality, most painting compartments include an emergency escape route, allowing the discovered creature to flee its pursuers even if they find an access to the compartment.

Painting Compartment: 1,000 gp; weight does not apply

Puppet Guardian

This is a gruesome, gigantic humanoid effigy made of stuffed, painted rags. It can be crafted to have a humanoid appearance, though it is most often commissioned to look like some enormous beast or even an undead creature. Regardless of its specific appearance, a puppet guardian is always a Huge object, more than ten feet tall, attached to a series of strings hanging from the ceiling or a balcony.

Contrary to what the 'puppet' designation suggests, these strings are not used to control the puppet, which always remains limp and inanimate. Instead, the strings are connected to a springing trap, designed to activate as soon as a creature approaches the area over which the puppet is hanging. As soon as a creature steps on or otherwise crosses the trap, the strings are released and the puppet falls in front of or above the intruder, hanging terrifyingly until the target flees in terror or discovers the ruse.

Puppet guardians are a simple and harmless, yet quite fearsome and effective, tool to keep intruders at bay. They are bought by peaceful or indulgent homeowners, hoping to scare intruders off rather than having to shed their

blood. However, they are seen as too clumsy and hideous by most customers, so they do not sell that much despite their surprising efficiency and relatively low price.

Any character witnessing a puppet guardian falling above or in front of him must succeed on a Will save (DC 15) or become frightened for 1d3 rounds. If the save succeeds, the creature is still shaken for one round. A creature that succeeds at this save can never be affected by the same puppet guardian again.

A character that lives in the house or is otherwise aware of the puppet guardian is always considered to succeed at this save, so he is still shaken if the puppet guardian falls on him – but nothing else.

Puppet Guardian: 150 gp; 15 lb.

Rogue Floor

Designed to make stealth impossible, this special floor treatment makes cat burglars, spies and assassins noisy, clumsy and easy to track. It is a series of alterations and adjustments causing a section of floor (usually a ten-foot square) to become incredibly squeaky and sticky. This makes it very difficult for any unwanted intruder to walk around a house stealthily.

Walking on such a floor may be somewhat uncomfortable for the inhabitants of the house; this is why rogue floor is only bought by the most paranoid individuals, or those who really have a good reason to believe their lives are in constant danger.

A creature passing over rogue floor suffers a –10 penalty on Move silently checks due to the floor's unnerving noisiness. Moreover, any Search or Survival checks made to track a character that passed over rogue floor receive a +10 circumstance bonus, as the floor's sticky substance retains nearly all tracks.

Rogue Floor (10-ft. Square): 315 gp; weight does not apply

Rolling Carpet

This treacherous floor covering causes anyone stepping upon it to slip and fall prone. It looks like a long welcome carpet or rug, often (but not always) lacking any decoration or embroidery. When laid down on an area, it serves as a practical defence against stealthy intruders, as the rug is connected to a mechanical spring causing it to roll in as soon as it is stepped on.

Rolling carpets are quite effective, causing creatures stepping on them to irremissibly fall prone. However, this very effectiveness makes them somewhat undesirable to some customers, who fear tripping constantly by stepping on their own carpet. Those who do buy the rolling carpet solve this by locating it on a low-traffic area, such as a dungeon or a treasure room. In any event, simply keeping in mind that the carpet is not to be stepped upon should be an adequate enough safety measure. Then there is the issue of what to do with the intruder after he fell prone – very few burglars will be stopped by being tripped. For this reason, it is often a good idea to use the rolling carpet in conjunction with other trap – preferably one that needs the victim to fall on it to be effective.

Any creature that steps on a rolling carpet must succeed on a Reflex save (DC 25) or fall prone, suffering 1d6 points of nonlethal damage from the sudden tumble. If a trap is specifically set up adjacent to a rolling carpet, the falling creature immediately sets off this second trap, suffering a –4 penalty to its Armour Class and any saving throws made against it.

Rolling Carpet: 180 gp; 10 lb.

Traps

This section includes Hidden Home's most sinister stock, and the true reason for many of its customers to come to the store. All of the following are full standard traps, designed to ensnare, hurt or kill a target.

The items in this list correspond to the standard trap format found in Chapter Three of the *DMG*; refer to said book for details. This also means all

of the following items can be crafted following the standard rules for crafting traps detailed there. In addition to the traps featured here, Hidden Home sells all the sample mechanical and magical traps featured in the *DMG*.

Biting Door

This is not specifically a door modification but a special lock design with the appearance of a fanged mouth wide enough to bite off a human fist. Overall, the whole lock looks like the face of a monster with its mouth open; hidden behind this design is a mechanism allowing the lower 'jaw' to snap shut, trapping anything left between both 'jaws' in a grip of filed steel teeth. Would-be thieves that believe the lock's appearance is only for show are quite surprised when its mechanical mouth actually chews their fingers while they confidently try to open the door.

It is best to mount biting doors on an area whose décor has monstrous or animal motifs; if the walls and furniture are also full with images of beastly maws and animal features, explorers are less likely to notice a lock with a fanged mouth. Therefore, the most frequent buyers of biting door locks are big-game hunters, demon worshippers and other homeowners with a penchant for this kind of decoration. For example, heraldic houses and totemic wizards use biting doors designed to resemble the head of their symbolic animal.

When a character opens a biting door without the proper key, the lock immediately attacks him, usually biting his hand. On a critical hit, the biting door is considered to have bitten off 1d4 of the victim's fingers. The attack of a biting door ignores the target's armour bonus, unless the target is specifically wearing gauntlets.

A creature that loses fingers to a biting door suffers one point of permanent Dexterity damage and a permanent –1 penalty on attack rolls for each lost finger. The fingers may only be regrown via a *heal* or *regeneration* spell; if saved and kept fresh – by storing them inside a cold pack (see page 131), for example – the fingers may be reattached via a *cure critical wounds* spell. A character cannot lose more than four points of Dexterity from the attack of a biting door.

A biting door counts as a good quality lock; the Open Lock DC for a door with a biting door lock is always at least 30.

If a biting door is located in a house decorated with many other monster maw motifs, increase the biting door's Search DC by two. A customer may order a poisoned biting door, enhanced with a dose of black adder venom on contact, for an increased cost.

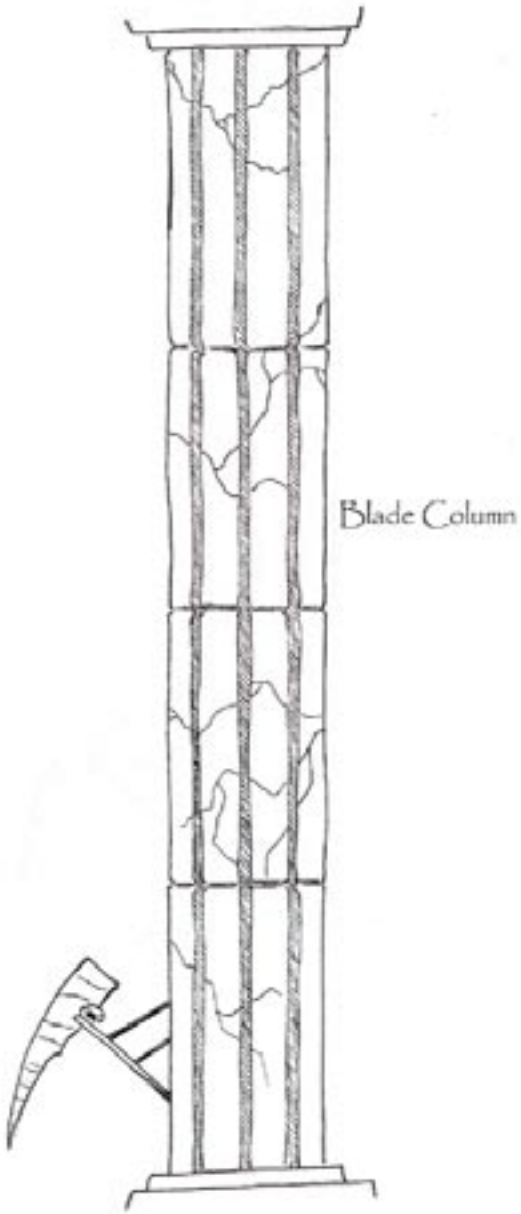
Biting Door, Tarrasque Model

Tarrasque model biting doors appear as common biting doors, except their fanged maw is much wider and their teeth much sharper. These special biting doors are designed to always chew off the victim's fingers on a successful hit, even if it is not a critical. Whenever a creature is successfully hit by a tarrasque-model biting door, always consider him to have lost fingers as above. Otherwise, tarrasque models function exactly like normal biting doors.

Biting Door: CR 2; mechanical; touch trigger; automatic reset; key bypass (using the proper key prevents the trap from activating); Atk +10 melee touch (1d8/x3, piercing bite); 1d4 Dex drain on successful critical hit; Search DC 18; Disable Device DC 20. *Market Price:* 2,200 gp.

Biting Door, Poisoned: CR 3; mechanical; touch trigger; automatic reset; key bypass (using the proper key prevents the trap from activating); Atk +10 melee touch (1d8/x3, piercing bite); poison (Fortitude save DC 11 resists; 1d6 Con/ 1d6 Con); Search DC 18; Disable Device DC 20. *Market Price:* 5,600 gp.

Biting Door, Tarrasque Model: CR 5; mechanical; touch trigger; automatic reset; key bypass (using the proper key prevents the trap from activating); Atk +10 melee touch (1d8 plus 1d4 Dex drain/x3, piercing bite); Search



DC 18; Disable Device DC 20. *Market Price:* 5,500 gp.

Blade Column

This is designed to look like a normal round stone column, approximately ten feet tall, set up to appear as if it is actually holding a section of the ceiling. In truth, the column's function is to spring three scything blades upon creatures passing nearby. A blade column is divided in four two and a half foot tall stone cylinders, located one upon another; the three scything blades spring from the crevices between these cylinders. The speed, spinning arc and location of the three blades make it very difficult for a character to avoid them.

A creature stepping on a specially designed floor tile besides a blade column is immediately attacked by all three blades. Instead of making a separate attack roll for each blade, the character either avoids or receives all three hits; therefore, all three sweeping blades count as a single attack. On a successful critical hit, double the damage of all three blades.

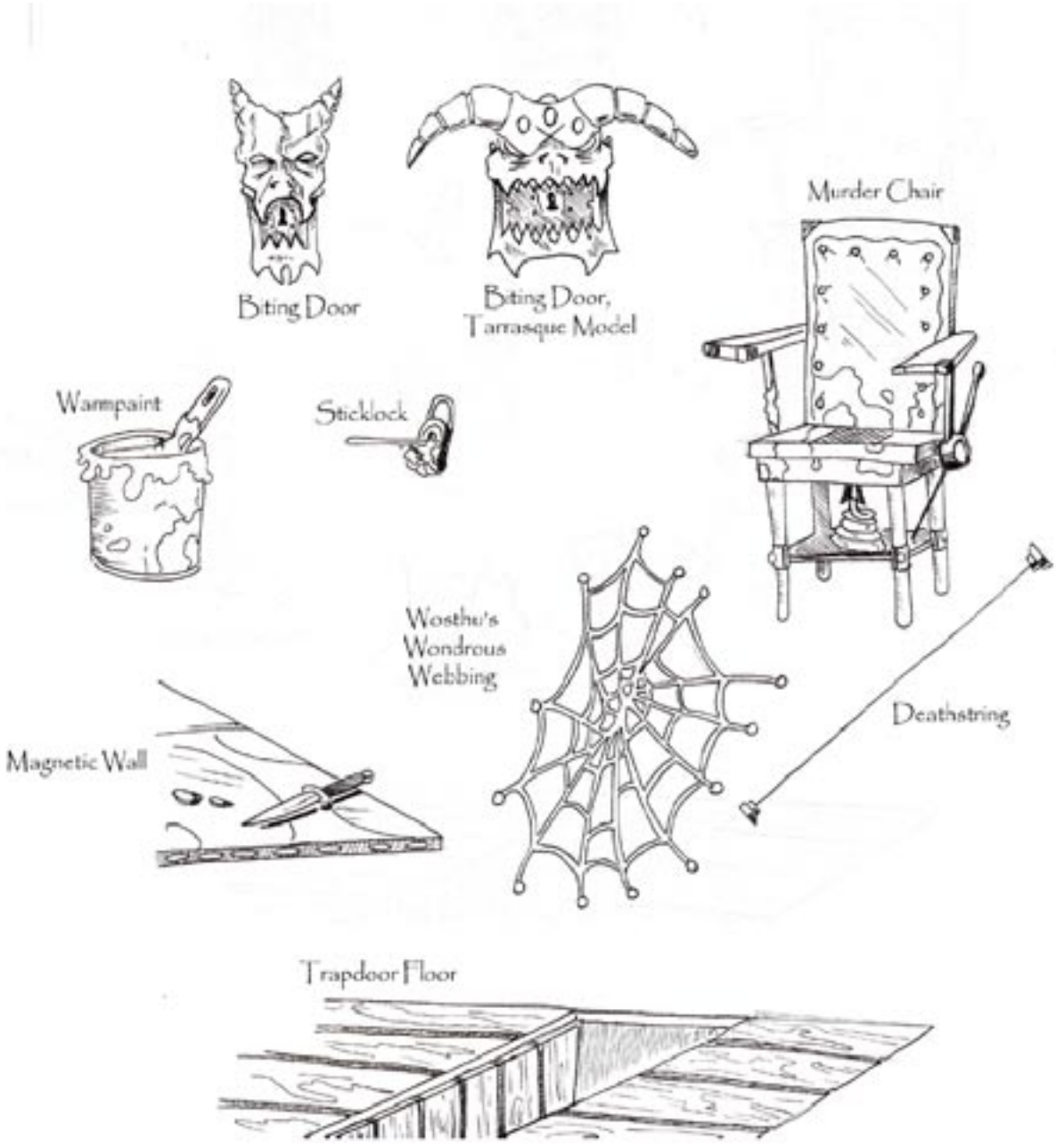
Blade columns are best suited to dungeons, castles and other areas where a stone column would make sense architecturally; they are too obvious in any other kind of structure. If the Games Master considers the environment is unsuited for a blade column, any Search checks made to find the trap inside it receive a +2 bonus as the column calls undue attention for its design.

Blade Column: CR 2; mechanical; location trigger; automatic reset; Atk +14 melee (3d8/x2); Search DC 20; Disable Device DC 20. *Market Price:* 4,600 gp.

Deathstring

This is a variation on the standard razor wire trap (detailed in the *DMG*). As a normal razor wire trap, it consists of a razor-sharp wire running across a hallway at about the same height as a Medium humanoid's neck; however, the wire in a deathstring trap is much sharper, thinner and deadlier thanks to special alchemical and mechanical elements. Most creatures finding a deathstring trap are, at the very least, severely wounded.

Deathstring traps cannot be fitted to a hallway wider than ten feet; if the hallway is wider than this, the deathstring cannot be taut and deadly enough. In addition, a deathstring is



not deactivated after use, so it is considered as having automatic reset unless successfully disabled.

Any creature stumbling upon a deathstring trap suffers 1d3 point of Constitution damage as the string cuts deeply into the veins.

Deathstring: CR 3; mechanical; location trigger; automatic reset; Atk +14 melee (3d6/x4, slashing wire); 1d3 points of Constitution damage on a successful hit; Search DC 25; Disable Device DC 20. *Market Price:* 9,900 gp.

Magnetic Wall

This is an entire wall or floor section, loaded with magnetiron or lodestone. It looks like a plain, ten-foot square iron surface, though it has the concealed ability of trapping the weapons and metal tools of a passing character.

Given their unusual metallic texture, magnetic walls always call a visitor's attention, regardless of the environment they are located in, so they are easy to spot and find. Hiding them under paint or curtains would hinder their effectiveness anyway so, for their effects to be surprising, the victim must be ignorant of their iron-attracting qualities (which is usually the case). Magnetic walls are often located in metal-free areas, though they can also be used to guard a metallic treasure, attaching the treasure to the wall as an additional safety measure.

A character that wears metal armour must succeed at a Reflex save (DC 20) or be attracted and grappled by the wall (+15 grapple check bonus). If a character carries an unsheathed metal weapon, the weapon is also attracted towards the wall; this counts as a disarm attempt, with the wall having a +15 bonus on the check. A character can remove his armour or let go of the weapon to get free, in which case the armour or weapon remains attached to the wall. Smaller metallic objects, such as jewellery and coins, simply fly towards the wall and remain stuck there until pried loose.

The wall activates automatically as soon as a metal-clad character or unsheathed metal weapon comes within five feet of it. A magnetic wall cannot affect a character that does not wear metal armour, nor can it attract a weapon that is not unsheathed or made at least partially of metal. 'Disabling' a magnetic wall means covering it with thick clothes or some other material that hinders their effectiveness; there is no other way to deactivate its power. Furthermore, 'disabling' a magnetic wall does not release any armour, weapons or other metallic items trapped by it.

Magnetic Wall: CR 2; mechanical; proximity trigger (5 ft.); automatic reset; DC 20 Reflex save avoids; magnetic attraction (+15 grapple or disarm check bonus); multiple targets (as many bodies or items as can fit within a 10 ft. by 10 ft. space); Search DC 10; Disable Device DC 20. *Market Price:* 6,000 gp.

Murder Chair

These gruesome implements have fallen into disuse, due mostly to the sheer hideousness of their function. They are normal wooden or leather chairs, with the ability to spring an impaling spike on any character that sits upon them. They were often used by ruthless nobles wishing to make an example of their friends and relatives; however, the custom was too grisly to be carried out during a meal and too impractical for most other situations. Therefore, murder chair sales are somewhat lower than during their heyday, though they remain an extremely deadly and hard to avoid tool of murder.

The utter surprise of a murder chair trap makes it very hard to avoid; the size and speed of its impaling spike make it incredibly hurtful. The chair springs automatically when someone touches its seat, even if that someone does not actually sit on the chair; however, any character that willingly sits on a murder chair is considered flat-footed against its attack.

Murder Chair: CR 3; mechanical; touch trigger; automatic reset; Atk +15 melee (2d8/18–20, piercing spike), plus sitting character is considered flat-footed; Search DC 17; Disable Device DC 17. *Market Price:* 7,500 gp.

Sticklock

These special locks are equipped with a special, strong adhesive that causes would-be intruders and lock pickers to become stuck. At a first glance, a sticklock looks like a common, plain lock of average quality; it is only through dedicated examination that a character may discover its adhesive trap. If an unwitting character touches the lock, it immediately releases a squirt of adhesive, causing the target to become stuck.

To avoid causing any unpleasantness to the owner of a sticklock, the device comes with a special safety mechanism allowing deactivation of the adhesive squirt with the touch of a hidden lever. Buyers are strongly advised and insistently reminded to always pull this lever

before opening the door, as Hidden Home does not consider itself accountable for any accidents that may arise for accidental contact with the adhesive.

Any item that touches a sticklock, be it a dagger, set of lockpicks or a thief's hand, is automatically held fast to it as per *sovereign glue.* The character touching (or holding the item touching) the sticklock is allowed a Reflex save to avoid being held; if the save fails, the sticklock holds the object touched indefinitely. Searching for the sticklock or attempting to open it requires a character to use his hands at a close distance from the sticklock, so the character is considered as touching the sticklock with his bare hands. Attempting to disable a sticklock entails no risk unless the character sets off the trap as a consequence of the skill check.

It is simply not possible to pry a held object free from a sticklock unless *universal solvent* is applied. Attempting to cut the held object off is useless, as the sticklock also holds fast any implement used to cut it. Wearing gloves is usually useless, as the adhesive is strong enough to hold the fingers beneath the gloves as well. Armour gauntlets, as well as some types of gloves – such as handlehands (see page 132) – are impermeable enough as to allow the wearer's hands to pull free unscathed, though the gauntlets or gloves themselves remain stuck to the sticklock. As a desperate measure, a trapped creature whose hand or foot is stuck to the sticklock may attempt to hack its own limb off at enough distance from the sticklock to prevent the hacking implement from getting stuck as well. Other than this, the only way to become free from a sticklock is to wait. The adhesive released by a sticklock is not magical, so it loses its adhesive properties after 3d6 hours. Of course, a number of creatures, such as guards, wandering monsters or simply a house's inhabitants, are likely to arrive before 3d6 hours.

Sticklock: CR 2; mechanical; touch trigger; hidden switch bypass; automatic reset; DC 24 Reflex save avoids; adhesive (acts as *sovereign glue* for 3d6 hours); Search DC 21; Disable Device DC 21. *Market Price:* 7,600 gp.

Trapdoor Floor

This special floor must be commissioned before any floor is added to a room; otherwise the room's current floor must be removed before installing a trapdoor floor. A single patch of trapdoor floor consists of nine stone tiles (ten-foot square each), attached together via rotating hinges, usually in a square that has three tiles per side. There is a special tenth tile, usually located below the trapdoor floor, whose hinges are designed to unlock the other tiles' hinges on three sides, while holding fast the hinges on the remaining side. A tile to which the tenth tile is attached may thus swing open as if it was a trapdoor; therefore, any of the nine tiles can be the trapdoor in a specific trapdoor floor patch. A simple lever mechanism located just outside the room allows a character to move the tenth tile around, shifting the trapdoor from one tile to the other. All tiles on a trapdoor floor lead down to a single pit, usually 30 feet per side. This pit is the actual trap; a trapdoor floor is applied as a modification to any pit trap as chosen and installed by the customer.

A character who steps on the current trapdoor tile is treated as having stepped on a normal trapdoor to the pit below, though the Reflex save allowed to avoid the fall is slightly more difficult. Usually there are no additional effects, except that the trap owner's ability to shift the trapdoor from one tile to another may make avoiding the fall a bit trickier.

Moving the trapdoor from one tile to another counts as a move action, thus the trapdoor can be moved to any tile inside a three-tiles-per-side trapdoor floor within one round. By using an action readied with this purpose, a character may shift a trapdoor from one tile to another just as another character is successfully jumping clear off the first tile, causing him to fall anyway as the tile he lands on becomes the new trapdoor. The falling character is then allowed a second Reflex saving throw, against a DC equal to a special Initiative check made by the character manipulating the trapdoor tiles. If

the second save succeeds, the falling character leaps clear of the new trapdoor; otherwise he falls to the pit.

The following trapdoor floor specifications are applied as modifiers to the base pit trap's statistics.

Trapdoor Floor: CR equal to base pit trap +1; mechanical; location trigger (location can be changed as a readied or move action); automatic reset (change to automatic if it was not so already); Increase Reflex save DC by 2; effects as per base pit trap; Search DC as per base pit trap +4; Disable Device DC as per base pit trap +4. *Market Price:* As per base pit trap +2,500 gp.

The following is a sample pit trap with trapdoor floor modifiers applied.

Trapdoor Floor Pit Trap: CR 6; mechanical, location trigger (location can be changed as a readied or move action); automatic reset; DC 22 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 24; Disable Device DC 24. *Market Price:* 7,500 gp.

Warmpaint

This special coating is an advanced type of alchemical paint, whose properties make it sensitive to body warmth. When touched by a living being, warmpaint becomes increasingly hotter and stickier; burning a victim at the same time it prevents it from escaping. Warmpaint is usually bought as an additional layer of paint for walls and ceilings, severely hampering (and hurting) intruders that would use these routes to reach whatever the owner is protecting while keeping the area relatively safe to walk on (as the floor is usually untouched). It can be applied to the walls of a bedroom (preventing assassins from climbing down whoever sleeps in it) or a treasure room (causing awful damage to thieves searching for secret passages). It can even be applied to a fortress' outer walls and roof, making it harder for spies and assassins to infiltrate it.

The standard service (the price for which is given below) includes enough warmpaint to cover a ten-foot square surface, be it a wall or ceiling.

Any character touching a surface covered with warmpaint for more than one round suffers damage and effects according to the time spent in contact with it. As a character makes prolonged contact with a warmpaint wall, he suffers progressively more damage, which translates in an amount of fire damage each round. In addition, the warmpaint's adhesive qualities become increasingly stronger, which translates in a grapple check per round, with the wall's grapple check bonus increasing every round as the adhesive becomes stronger. The specific fire damage dealt by warmpaint, as well as the equivalent grapple strength of its adhesive, are detailed in the Warmpaint Effects table, below.

If a character succeeds on a grapple check against a warmpainted surface, he can freely let go (which might mean falling damage, depending on the current height at which the check was made) or go on touching the surface (with the subsequent fire damage and grapple checks every round). A character that stops touching a warmpainted surface for more than two rounds resets the round count to 0; if he touches the surface once more it counts as the first round again. A character that fails to break free from a warmpainted surface ends up stuck in a burning death trap.

Warmpaint Effects Per Round

Rounds of Contact	Fire Damage Per Round[1]	Grapple Check Bonus[1]
1	—	—
2	—	+4
3	1	+8
4	1d2	+12
5	1d3	+16
6 or more	1d4	+20

[1]Repeat the damage and grapple checks every round the character remains in contact with the warmpaint.

'Disabling' a warmpaint trap requires covering the area with clothes, curtains or other objects that keep the heat and adhesive at bay; alternatively, warmpaint may be removed with alcohol – one gallon of alcohol is enough to remove the warmpaint from a ten-foot square surface. There is no other way to disable a warmpaint trap.

Warmpainted Surface (10 ft. by 10 ft.): CR 7; mechanical; touch trigger; automatic reset; Successful grapple check avoids (see above); fire damage each round (see above); increasing grappling adhesive (see above); Multiple targets (as many as can fit on the warmpainted area); Onset delay 1 round (also see above); Search DC 16; Disable Device DC 20. *Market Price:* 9,500 gp.

Wosthu's Wondrous Webbing

This trap is a big web-like wall, made of a substance designed to imitate a monstrous spider's webbing sheet. The substance is nearly undetectable, incredibly strong and fully adhesive, making it a very practical way to trap intruders. A single 30-foot square patch of Wosthu's wondrous webbing can be located across a hallway or even as a horizontal net across a room's ceiling. Bigger and smaller patches can be bought and installed, with the corresponding price modifications. Once set up, a patch of Wosthu's wondrous webbing performs almost exactly like a monstrous spider's natural web.

Noble customers tend to dislike this product, as it adds an air of monstrosity to their homes. However, wizards and eccentric homeowners buy wondrous webbing constantly, using it to block important passageways in their dungeons and secret tunnels.

Any creature approaching a patch of Wosthu's wondrous webbing must succeed on a DC 25 Search or Spot check to notice it; otherwise he stumbles into the web, suffering a net attack from it. If the attack is successful, the creature is entangled (–2 penalty on attack rolls, –4 penalty on Dexterity) and cannot move away from the area where he became entangled. A creature thus entangled cannot cast spells with somatic components and must succeed at a DC 15 Concentration check to be able to cast any other spell. An entangled creature can break free with a successful Escape Artist check (DC 15) or burst the webbing with a Strength check (DC 20); both are standard actions. The web sheet has 12 hit points and damage reduction 6/–.

A creature that insists on attempting to move through an area blocked by Wosthu's wondrous webbing is automatically entangled by the web.

Wosthu's Wondrous Webbing: CR 3; mechanical; touch trigger; repair reset; Atk +12 melee touch (entangles the target, see above); Multiple targets (as many as can fit in the area); Search DC 25; Disable Device DC 20. *Market Price:* 6,600 gp.

The Pilgrim's Saintly Sundries: Holy Tools for the Pious Traveller

'Come one, come all! Portable blessings! Aromatic candles! Rapid rituals for the hurried priest! Divine spell scrolls! Clerical clothing for all religions! Come one, come all, the Pilgrim has it for every creed and belief! All the gods love the Pilgrim! Aromatic candles, Portable blessings! All consecrated, all genuine! A Fix for every Faith! Your entire satisfaction or the gods reimburse you! You know that the gods love the Pilgrim, so you know the Pilgrim is your friend! For the undead hunter! For the parishioner! For the impious children in need of guidance towards the good path! For your sacrificial rituals! Come one, come all! Aromatic candles! Portable blessings…!'

Rather than a market stall, the Pilgrim's Saintly Sundries is nothing more than a meagre man-sized stand, located in an otherwise ordinary Marketplace pathway. It exhibits all kinds of icons, symbols, amulets, candles, flasks, paintings and other religious stuff, most of it dedicated to wildly different religions. In the Pilgrim's Saintly Sundries it is possible to find holy water below an assortment of chaotic evil symbols, and a sacrificial dagger amidst blessed weapons. Besides the items listed in this chapter, the Pilgrim's Saintly Sundries stand carries divine spell scrolls, holy water, religious clothing and holy symbols for every faith.

The Pilgrim himself is a tall, lanky, dark-skinned man with a shaved head, a big smile and a deep, warm gaze. He has a humble yet garrulous bearing; wearing nothing but a white tunic and tattered sandals, he seems to have no riches but for his faith and religious zest. Contrary to his overstuffed booth, the Pilgrim never wears any adornments, not even religious symbols.

Despite the Pilgrim's street trader bearing, his merchandise is always genuine and always supported by the corresponding Deity or divine power, which hints at some kind of true deal between the Pilgrim and the Powers That Be. Furthermore, the gods do not seem to resent the Pilgrim's traffic in trappings from other religions; Good deities have not punished him for peddling unholy stuff, while evil churches do not appear to resent his handling of blessed items. Therefore, since divine forces do not complain to the Pilgrim, neither do his customers; members of diametrically opposed religions and even churches have been seen trading with the Pilgrim at the same time. All of this has created an aura of power, mystery and respect around the Pilgrim; some even speculate he might be an immortal himself, a powerful outsider whose agenda and might put him outside the jurisdiction of deities. In any event, the Pilgrim seems like a highly pious individual, who sincerely believes in and respects the power of each and every one of the items he sells.

Holy Symbols

This section includes masterwork and specialised designs for holy symbols of all faiths and forms. Although none are magical, these symbols have special engravings, runes and patterns favoured by the customer's deity, giving them increased effectiveness.

Obviously, all of the pilgrim's special holy symbols are consecrated to a single specific

deity, which the customer must request when asking for the corresponding symbol. No matter how effective it is, a symbol dedicated to one deity is useless to a character that does not revere said deity.

Saint Symbol

Saint symbols are always made of the purest, finest materials, covered by engravings and designs favoured by the deity they represent and crafted through very specific sacred rituals. They are true works of art, not only for members of their religion but also in an artistic sense; even without considering their religious and aesthetic value, the precious materials used in their creation are worth a fortune.

Saint symbols are usually unavailable commercially; instead, they are given to exemplary followers and representatives of their faith. Such symbols are often carried by outstanding members of a church, though they are also occasionally granted to a common worshipper whose deeds and faithfulness have been praiseworthy enough. As far as the Pilgrim knows, he is the only merchant in the world having saint symbols for sale, though it is likely some other merchant or church also trades them, even if such trade is surely restricted according to the customers' faith.

A character gains the benefits of the Empower Spell feat whenever he prepares his divine spells using a saint symbol, though at only half cost (increasing the spell's effective level by +1 instead of +2); thus for example he may increase the variable numeric effects of a 2nd level spell by one-half, simply by preparing it as a 3rd level spell. In addition, a saint symbol deals double turning damage on a successful attempt to turn/rebuke undead.

All benefits from a saint symbol apply only as long as the character remains an exemplary member of his faith; if a character's devotion is flawed in any manner, he lacks the necessary understanding to employ a saint symbol properly and thus loses all benefits gained from its use.

The Games Master is free to restrict imperfect representatives of a faith from using or even acquiring a saint symbol.

Saint Symbol: 6,600 gp; 0 lb.

Specialist Symbol

These practical, professional holy symbols are built and adorned with elements and symbols that affect specific types of undead, allowing the wearer to excel at turning/rebuking a limited number of undead types. The undead types affected by a specialist symbol are especially vulnerable to turn/rebuke attempts made through it. Specialist symbols come in four basic models: Common (designed for those undead that are more typical or numerous), dark (designed for those undead that have a stronger link to dark powers and the negative plane), ghostly (designed for incorporeal undead) and vampiric (designed only for creatures with the vampire template).

Specialist symbols are a purely practical invention, designed for – and widely employed by – either undead hunters or evil clerics specialising in necromancy. They are rarely bought by common town clerics or preachers who do not expect undead encounters.

Common Specialist Symbol

This symbol is made with pieces of bone, crystals, grave dirt, rotten wood, salt and other elements affecting living corpses.

A character using a common specialist symbol gains a +2 bonus to both his turning checks and turning damage rolls when attempting to turn/rebuke ghasts, ghouls, skeletons or zombies.

Dark Specialist Symbol

These symbols include special crystals, runes and jewellery considered to have power over dark magical forces and negative energy, such as those wielded by evil corporeal undead.

A character using a dark specialist symbol gains a +2 bonus to both his turning checks and turning damage rolls when attempting to turn/rebuke mummies, mohrgs or wraiths.

Ghostly Specialist Symbol

This symbol is made with gems and symbols related to the ethereal plane and control over its inhabitants, such as incorporeal undead.

A character using a ghostly specialist symbol gains a +2 bonus to both his turning checks and turning damage rolls when attempting to turn/rebuke allips, ghosts, shadows, spectres or wraiths.

Vampiric Specialist Symbol

This symbol is made with pieces of blessed wood, iron nails, garlic, blood, mirroring crystal shards, running water, grave dirt and other elements believed to hold power over vampires and their progeny.

A character using a vampiric specialist symbol gains a +2 bonus to both his turning checks and turning damage rolls when attempting to turn/rebuke vampires or vampire spawn.

There is no specialist symbol designed specifically to turn mightier undead creatures such as bodak, devourers, liches or nightshades.

Specialist Symbol (Common): 200 gp; 0 lb.
Specialist Symbol (Dark): 800 gp; 0 lb.
Specialist Symbol (Ghostly or Vampiric): 1,800 gp; 0 lb.

Symbolic Trinkets

A well-prepared priest always attempts to wear as many of his worshipped deities and spirits' symbols and elements as possible. These symbolic trinkets are not holy symbols per se, though they do help a character's divine spellcasting and other religious practices. They are more common among pagan spellcasters such as shamans and druids, though the most civilised and monotheistic clerics also use them, if more discreetly than their tribal colleagues. Typical symbolic trinkets include feathers, bones and tattoos for tribal spellcasters; or beads, saint effigies and specific hairstyles for more urban ones. The customer must declare the kind of trinkets he wants to buy (such as cleric trinkets, druid trinkets, paladin trinkets, ranger trinkets and so on).

Symbolic trinkets cannot simply be worn; they must be donned and applied daily with the corresponding ritual required by the wearer's specific deity or spirits. Therefore, most of them must be bought, sold and applied by worshippers of the same faith. The correct process of donning and preparing symbolic trinkets each day requires at least one hour of prayer and meditation.

A character wearing properly prepared symbolic trinkets is actually wearing an incredible array of spell components required by the corresponding class' spell list. These components may be used for spellcasting, though they are never spent. A typical set of symbolic trinkets includes replicas and adequate replacements of all spell components worth one gold piece or less. Therefore, a character wearing properly prepared symbolic trinkets is treated as having the Eschew Materials feat for all spells of the corresponding class' list. A suit of symbolic trinkets does not grant this benefit to spells that do not appear on its corresponding class' spell list; furthermore, a character may not wear more than one set of symbolic trinkets at any one time. If the wearer of a set of symbolic trinkets already has the eschew materials feat, he gains no additional benefit.

The benefit granted by symbolic trinkets only applies if the character wore and prepared them via the adequate ritual (at least one hour of preparation required); otherwise, symbolic trinkets are completely useless.

Symbolic trinkets: 500 gp; 5 lb.

Pious and Practical

This section of the Pilgrim's stand features those religious items and tools that are best suited for practical everyday use, as opposed to rituals and preaching. It includes basic trappings and weapons for more adventurous priestly types such as undead hunters and supernatural investigators.

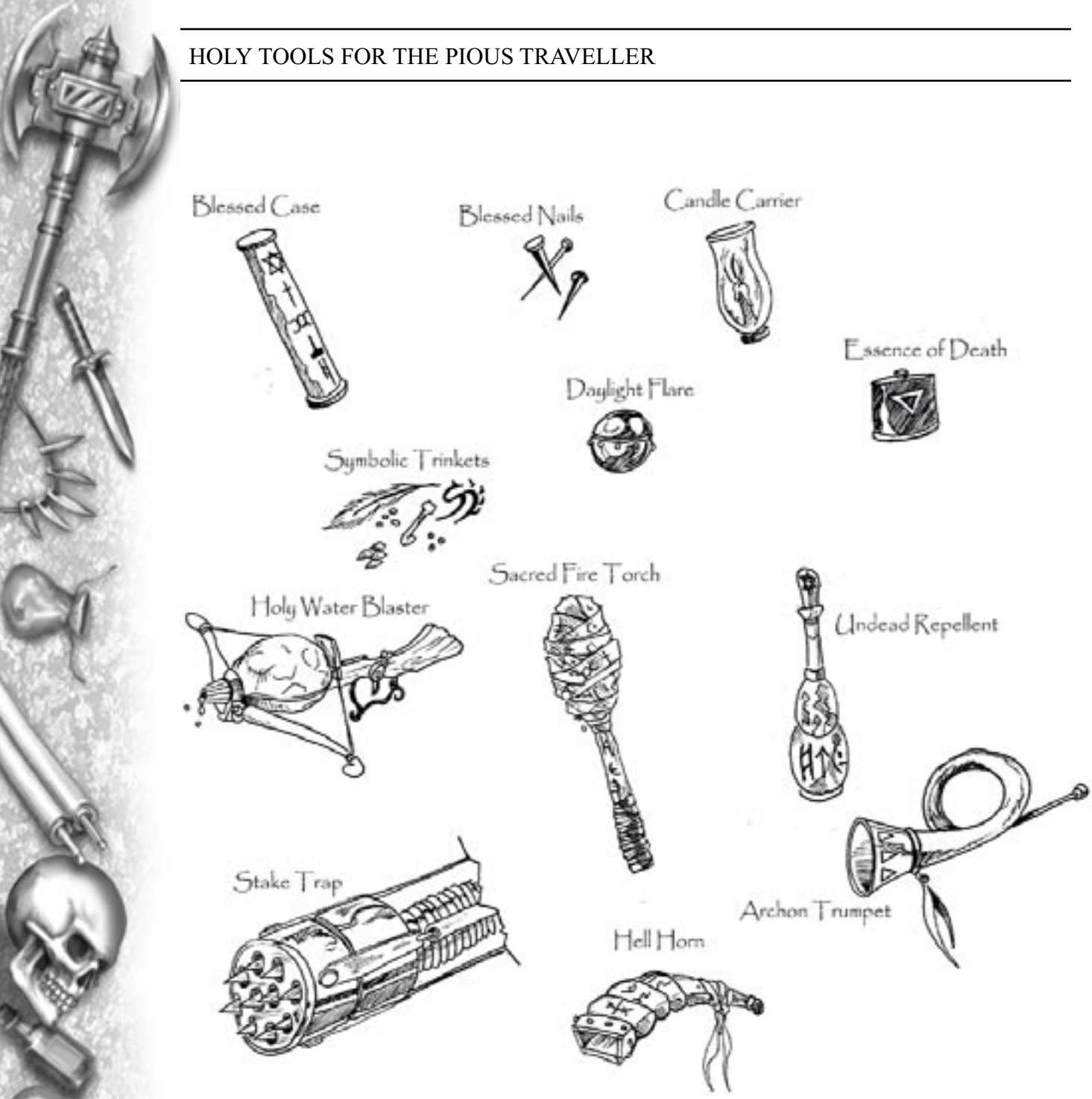
Blessed Nails

The symbolic power of nails goes far beyond the simple, mundane ability to hold an item in place. Using them in a religious context turns this ability into a symbolic power of stability and attachment. When a simple, mundane iron nail is blessed by the appropriate church, a follower of the corresponding faith can use it as a one-time divine focus for the casting of any spell. Despite not being marked in any way, a blessed nail must be dedicated to a specific deity and is only useful to followers of that specific deity.

Blessed nails, while non-magical, are highly sought after as good luck and protection charms, not only by divine spellcasters but also by common worshippers of the deity they are dedicated to. However, their only real use in this sense is as divine spellcasting foci.

By driving a blessed nail into a specific surface and leaving it there, it counts as a focus for any divine spell cast by a worshipper of the deity or faith the nail is dedicated to. For example, a blessed nail could be hammered on the ground as part of a *circle of protection* spell, or on the door of a church as part of a *consecrate* spell. It could be hammered on a living being as part of an *inflict wounds* spell. The blessed nail becomes useless after being employed as the divine focus for a single spell; other nails must be employed for future spells. At the Games Master's judgment, a blessed nail may be hammered on the path of a group of undead, so as to act as the divine focus for a turn/rebuke attempt.

Often, a single blessed nail is not enough to act as a proper divine focus for a spell. A Games Master may rule that the divine spellcaster needs to use a number of blessed nails equal to the spell's level, else the spell does not work. When applying this rule, the nails must always be arranged in such a way as to resemble the holy symbol of the deity they are dedicated to – as more nails are used, the depiction of a holy symbol becomes more accurate and the spell more powerful. Using blessed nails



in conjunction with other divine foci has no additional effects.

Finally, blessed nails have strong power against fey and demonic creatures. Any weapon held together with blessed nails counts as a cold iron weapon for the purposes of determining damage reduction; its total cost is also equal to that of a cold iron weapon.

Blessed Nail (1): 1 gp; 1 lb.

Candle Carrier

This is a heavy glass container, with the shape and size of a common drinking glass but much thicker. It is used to carry and protect candles, covering their flames from the weather and other conditions that might put them out. It is very common to find such candle carriers in

most churches, used to cover common candles. In the hands of an adventurous cleric, though, candle carriers have a more practical use; they may be used to carry and protect divine candles (see page 161), allowing the user to take full advantage from these candles' effects in combat or other dangerous situations.

Any candle located inside a candle carrier gains a +4 bonus on all saves and checks made to prevent it from going out, plus it counts as a 'protected' fire against any weather and similar conditions that might put it out. Violent movements such as combat have only a 10% chance of putting out a candle protected inside a candle carrier. Finally, a candle inside a candle carrier burns twice as long (usually for two hours).

Candle Carrier: 15 gp; 1 lb.

Daylight Flare

Designed and built on the same principles as a sunrod, daylight flares are specially treated to burn much brighter, for a much shorter period. A daylight flare is an iron or crystal sphere, treated and filled with alchemical elements. It must be activated by throwing it against a hard surface – usually the ground –, which causes it to emit light equivalent to that of the sun as the elements inside it explode in an indescribable blast of light and heat.

Daylight flares are of course a favourite article of vampire hunters and underground explorers alike. Other stalls in the market, such as Gulbold's Clever Contraptions and The Alchemist's Pestle, also sell daylight flares, although the Pilgrim has the only 'officially blessed' ones, or so he claims.

When a daylight flare is smashed against any hard surface, it emits a blast of light that provides illumination equivalent to sunlight in a 300-foot radius and provides shadowy lighting up to another 300 feet, even stronger than a *daylight* spell. A daylight flare glows for 1d6 rounds, after which it is destroyed. Despite being nonmagical, a daylight flare dispels any *darkness* or *deeper darkness* effect in its blast radius.

Light-sensitive creatures (such as drow or goblins) are fully affected by a daylight flare. Any vampire that remains in a daylight flare's daylight radius (300 feet) for more than two rounds is utterly destroyed as if he had been exposed to natural sunlight. A creature with daylight powerlessness, such as a wraith, must succeed on a Will save (DC 20) or be affected as per natural daylight within 300 feet of an active daylight flare. If the save succeeds, the creature is unaffected by the flare. Fungi, molds, oozes and slimes suffer 1d4 hit points of fire damage per round of exposure to a daylight flare's daylight radius. Finally, any living creature must succeed on a Reflex save (DC 15) or be affected as per a *flare* spell for as long as a daylight flare glows.

Daylight Flare: 1,000 gp; 1 lb.

Essence of Death

This is an unholy mix of graveyard dust, unholy oils and special herbs with natural ties to dark forces. The result is a deathly and foul dark oil with strong evil properties, despite not being magical. Essence of death comes in black iron flasks, with unholy symbols and blasphemous writings all over. The oil contained by the flask smells like death, ashes and rot; this is disgusting to most humanoids, though it allures undead creatures. By rubbing essence of death on his body, a priest can greatly increase his chance of success when attempting to rebuke (not turn) undead.

As it requires alchemy to create, essence of death can also be found at alchemical stores, though The Alchemist's Pestle (the Marketplace of Marvels' alchemy establishment) refuses to trade in it, so The Pilgrim's is the best way to look for this substance.

A single phial of essence of death is enough to cover a Medium humanoid for 1d6 hours. For as long as the substance remains in effect, the affected creature gains a +2 bonus on all checks and damage rolls made when attempting to

rebuke (not turn) undead. An undead spellcaster within 60 feet of a character coated in essence of death must succeed on a Concentration check (DC 17) to cast any spell, as the alluring scent distracts it from any other tasks.

Essence of death (1 phial): 75 gp; 1 lb.

Holy Water Blaster

This curious contraption was actually invented as a toy by Gulbold from the Clever Contraptions store, though he granted sale rights to the Pilgrim when he saw its incredible usefulness for clerics and other divine spellcasters. A holy water blaster looks vaguely like a crossbow, with a similar wooden handle and mortar. However, instead of an arrow or bowstring it has a leather bag akin to a canteen or wineskin. When the trigger on the weapon is pressed, the mechanism gives a controlled squeeze to the leather bag, causing it to squirt a stream of water. A holy water blaster usually comes with one small leather bag, already filled with holy water; more of these bags can be bought separately. Each of these leather bags counts as a holy water flask.

A holy water blaster works like a missile weapon, requiring a ranged touch attack roll to hit a target with a stream of water. The weapon has a ten-foot range increment, with a maximum range of 50 feet. Any creature successfully hit by a holy water blaster is damaged as per a splash of holy water (usually 2d4 points of damage). A successful critical hit multiplies the damage normally. Although called a 'holy' water blaster, the item may be loaded with unholy water as well, causing the same damage against good outsiders.

A single shot with a holy water blaster empties the leather bag; attaching a new leather bag to a holy water blaster is a move action that provokes an attack of opportunity. Filling an empty leather bag with holy water is at least a full-round action. A proficient character may wield a holy water blaster with one hand; nonproficient characters require two hands. Loading a holy water blaster always requires two hands. It is possible to fire a holy water blaster with each hand, though doing so imposes a penalty on attack rolls as if attacking with two light weapons.

Although it is far more common to load it with holy (or unholy) water, a holy water blaster can also be loaded with acid, oil, or even normal water, in the latter case of which it is usually employed as a harmless toy.

Holy Water Blaster: Light Exotic Weapon; 50 gp; Dmg 2d4 (S or M); Critical x2; Range 10 ft.; 4 lb.; Acid (holy or unholy water)
Holy Water Bag (1): 25 gp; 1 lb.

Sacred Fire Torch

This item looks like a normal torch, except it is wrapped in clothes which bear religious symbols and colours. All of these torches are consecrated to a specific faith or deity, indicated by these symbols; the customer must acquire and use torches dedicated to his own faith. The torch is also blessed and treated with specific holy oils, giving it the quality of channelling the power of the deity it is dedicated to. When lighted, a sacred fire torch can be used as a tool to cast divine spells, in addition to its illuminating qualities.

Sacred fire torches are nothing but portable, practical versions of sacred fire (see page 166), preferred by travelling and adventurous clerics as they may be used outside of a temple and need no long or complex rituals to be activated.

When lit, a sacred fire torch works exactly as a normal torch (burns for one hour, clearly illuminates a 20-foot radius, provides shadowy illumination out to a 40-foot radius). In addition, a lighted sacred fire torch may be used as a divine focus for any divine spell cast by the wielder, so long as both the wielder and the torch are dedicated to the same deity. Once a sacred fire torch goes out, it becomes useless and another torch must be used. Using a sacred fire torch in conjunction with other divine foci has no additional effect.

If used in combat, a sacred fire torch counts as an improvised weapon, dealing 1d2 points of bludgeoning damage plus 1d3 points of fire damage. All damage dealt by a sacred fire torch counts as if it had its deity's alignment for the purposes of overcoming damage reduction – thus a sacred fire torch dedicated to a good deity counts as a good-aligned weapon, and so on.

Sacred Fire Torch: 10 gp; 1 lb.

Stake Trap

This artefact was designed to surprise and kill vampires, so it is mostly used by religious characters; however, it is not a pious instrument by far but a very deadly, grisly death tool. It consists of a steel harness, to which can be attached up to 20 wooden or iron stakes. The harness can be closed via a coiling mechanism; when sprung open, it releases a rain of stakes on nearby creatures.

Stake traps were invented by Cormac the Raven, a notorious but irreligious bounty hunter. He specialised in hunting monsters and magical beasts; as such a hunter, he gained quite a reputation for never rejecting or failing on a mission. When he was hired to deal with a vampire plague, he found out he was ill-prepared to face them; if he was to succeed – or even survive – he had to apply his knowledge on trapping beasts to the task of vampire hunting. After a few days of thinking and tinkering, he developed a stake trap, derived from animal snares but designed to slay vampires. Since Cormac used it, his invention has been vastly improved and tinkered with by weaponsmiths and engineers the world over; now, stake traps are available for any professional vampire hunter willing to spend the cash on it.

A stake trap springs a cloud of deadly stakes on any creature stepping on its triggers, usually located anywhere within 20 feet of the trap itself, which somehow concealed in the surroundings. It is meant mainly for vampires, though any creature can spring it open and be damaged by it. As soon as the trap is sprung, up to ten creatures within 20 feet suffer 6d6 points of piercing damage; a Reflex save (DC 20) is allowed for half damage. A vampire that fails its save must succeed on a second Reflex save (DC 15) or have one of the stakes nail its heart, which temporarily kills it.

Stake Trap: CR 2; mechanical; location trigger; repair reset (requires refilling with stakes); Rain of stakes (4d6, piercing); kills vampires; DC 20 Reflex halves the damage; DC 15 Reflex saves vampire from dying; multiple targets (up to 10 creatures within 20 ft); Search DC 20; Disable Device DC 17. *Market Price:* 1,000 gp.

Undead Repellent

This specially made, blessed oil has great divine properties, though it is not magical itself. A phial of undead repellent looks like a five-inch-long crystal container, whose stopper is adorned with holy symbols. When opened, the flask emits a smell that living humanoids find pleasant and soothing, though it is repulsive to undead creatures. By rubbing undead repellent on his body, a priest can greatly increase his chance of success when attempting to turn (not rebuke) undead.

Undead repellent is a mixture of consecrated oils, incenses and herbs that good religions consider holy. As it requires alchemy to create, it can also be found at alchemical stores, such as The Alchemist's Pestle in the Marketplace of Marvels.

A single phial of undead repellent is enough to cover a Medium humanoid for 2d4 hours. For as long as the substance remains in effect, the affected creature gains a +2 bonus to his Armour Class against any physical attacks coming from undead creatures, plus a +2 bonus on all turning checks and turning damage rolls made when attempting to turn (not rebuke) undead. An undead spellcaster within 60 feet of a character coated in undead repellent must succeed on a Concentration check (DC 17) to cast any spell.

Undead Repellent (1 phial): 75 gp; 1 lb.

Sacred Trappings

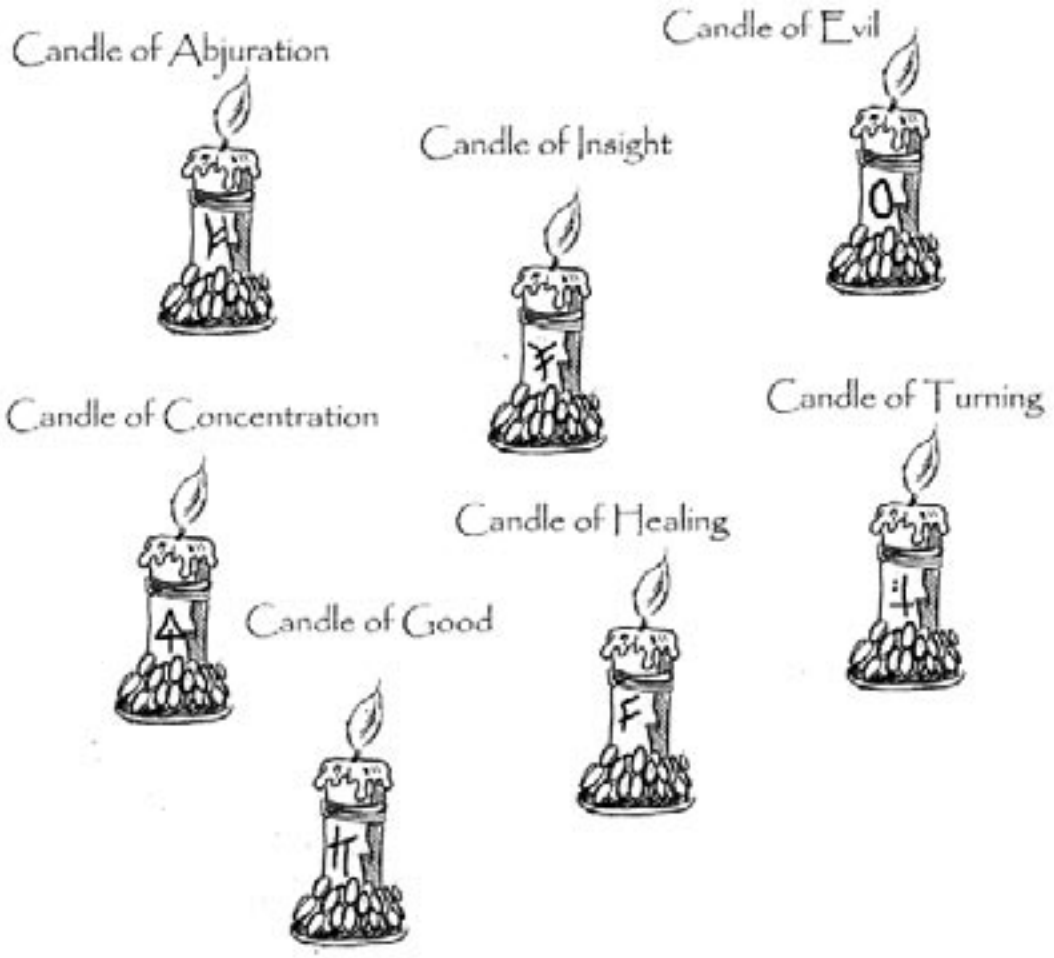
This section of the Pilgrim's store includes those items with specific religious value. Most are useless outside of certain religions or rituals, though all are very powerful in their specific area and nearly all are incredibly valuable, both as expensive relics and as religious symbols.

Archon Trumpet

This is not the trumpet of a real archon but a holy musical instrument designed for sacred, good-aligned rituals. When used as a complement to any religious ritual, an archon trumpet enhances the ritual's effectiveness. An archon trumpet looks like a four-foot long metallic cone, adorned with sacred writings and symbolic engravings.

When a good-aligned character blows into an archon trumpet, the instrument emits blissful, glorious notes that help good spellcasting. Any good-aligned character within 20 feet of a sounding archon trumpet can use the instrument and its blessed sounds as an arcane focus for a bard spell or as a divine focus for a cleric or paladin spell. Since the archon trumpet must be sounded to be effectively employed as an arcane or divine focus, it usually requires one character to blow it while another character does the casting; however, some specific spells might allow the caster to blow on the trumpet as he casts the spell. A character with five or more ranks in perform adds one to the caster level of any spells that use the archon trumpet he is playing as an arcane or divine focus.

As a channel of divine power, an archon trumpet may also be used as part of a turn (not rebuke) undead attempt. Using an archon trumpet in this fashion grants a +2 bonus on the character's turning check, as undead fear and loathe its



piercing sounds. An archon trumpet has no effect when blown by a nongood character.

Archon Trumpet: 500 gp; 5 lb.

Blessed Case

This appears as a typical scroll or map case, except it is covered with holy symbols and crafted from sacred materials. It is often used to carry and protect documents of very special religious significance, though a travelling cleric may also use it to carry his divine spell scrolls. The reason why a blessed case is special is its quality of preserving the divine energies of sacred texts, sometimes in such a way as to even increase their holy power. A single blessed case can carry up to three divine spell scrolls.

Blessed cases are standard issue among hierarchs and heroes of all churches, which often issue these cases to help them protect written relics and other important sacred texts.

Any divine spell scroll carried inside a blessed case since its creation gains a +1 bonus to its effective caster level. This bonus is lost, and cannot be regained, if the scroll remains outside of a blessed case for more than 24 hours. In addition, any object carried inside a blessed case gains a +1 luck bonus on all saving throws, for as long as it remains inside the blessed case.

Blessed Case: 1,000 gp; 1 lb.

Candle, Divine

Divine candles are special religious candles made from blessed wax, aromatic herbs and other ingredients with the attributions of taking a mortal's soul closer to divinity. As a result, a divine candle's light and aroma are a great help in a divine spellcaster's ritual tasks. Each type of divine candle has a different purpose, which must be kept in mind by the customer when acquiring it. A divine candle designed to pray for the dead is not the same as a divine candle made to help a sick person's health. There are divine candles for all purposes and effects; some of the most powerful and popular are detailed herein. These include candles of Abjuration, Concentration, Evil, Good, Healing, Insight and Turning.

All divine candles grant circumstance or insight bonuses to one or more clerical tasks performed in their presence; the specific bonus granted is detailed in the description of each candle type. Usually, a divine candle must remain within 5 feet of a cleric to grant its corresponding bonus. The candle must obviously be lit at all times to have any effect.

A divine candle can burn for a maximum of one hour, after which its light and effectiveness are consumed. It counts as a normal fire for the purposes of being put out by weather conditions such as wind or rain, plus any violent movement made by the candle's carrier has a 50% chance of putting it out. Therefore, it is not a practical tool to use during combat; divine spellcasters prefer to use divine candles for long rituals (spells with casting times longer than one round) requiring or allowing the candle to remain stationary.

If two or more candle types are used simultaneously, their respective effects are cancelled as their lights and scents interfere with each other.

Candle of Abjuration

These divine candles are made with herbs and rituals that are proof against spirits haunting the mortal world. A lighted candle of Abjuration grants a +1 bonus to the save DC and caster level of any Abjuration spell cast within five feet of it.

Candle of Concentration

The aromatic mix of herbs in one of these candles is designed to help a spellcaster keep his mind clear and tranquil while meditating. Any Concentration checks made within five feet of a lighted candle of Concentration receive a +2 circumstance bonus.

Candle of Evil

A candle of Evil is made with dark herbs and fresh blood, through a secret ritual of utter sin. When such a candle is alight, its wicked scent

Divine Marks as Feats
As an optional rule, Games Masters may allow characters to be miraculously born with an innate divine mark; this requires the spending of a feat.

New Feat: Divine Birthmark (General)

The character starts the game with a divine mark inscribed on his body; this is not a tattoo but a natural, miraculous birthmark.
Prerequisites: Wisdom 13+, must worship a specific deity, alignment must be the same as the chosen deity.
Benefit: The character is born with a divine mark resembling his deity's holy symbol, which he can thereafter use as a divine focus (instead of a holy symbol) for any divine spell he casts.
When using his divine birthmark as a divine focus, the character adds one to the caster level of any domain spells cast by him. This benefit applies only to spell the character has actually memorised as domain spells.
Special: This feat can only be selected at the time of character creation. The character must always worship the deity corresponding to his divine mark and keep the deity's alignment; if he ever changes alignment or otherwise stops being an exemplary follower of his faith, the character immediately loses the benefits of this feat until he atones properly (as per the *atonement* spell).

grants a +1 circumstance bonus to the save DC and caster level of any Evil spell cast within five feet of it.

Candle of Good
A candle of Good is made with holy oils and water, as well as aromatic and purifying herbs. When lighted, it has a cleansing area that grants a +1 circumstance bonus to the save DC and caster level of any Good spell cast within five feet of it.

Candle of Healing
A candle of Healing contains aromatic roots, soothing essences and healthy balms allowing it to emit a wholesome aura and comforting light when ignited. Any Healing spell cast within five feet of a lighted candle of Healing has its caster level increased by one.

Candle of Insight
A candle of Insight contains a special mix of herbs and alchemical elements with mind-expand qualities. When ignited, the lights and scents of such a candle increase the divine perceptions of a spellcaster, granting a +1 circumstance bonus to the caster level of any Divination spells cast within five feet.

Candle of Turning
These candles are designed to help keep the walking dead at bay. They are made from the same mix of herbs and substances as undead repellent and, when lighted, grant similar bonuses. Any character making an attempt to turn (not rebuke) undead within five feet of an ignited candle of Turning gains a +2 bonus to his turning check and turning damage roll, provided the affected undead are no further than 20 feet from the candle themselves.

Candle of Abjuration: 200 gp; ½ lb.
Candle of Concentration: 40 gp; ½ lb.
Candle of Evil: 200 gp; ½ lb.
Candle of Good: 200 gp; ½ lb.
Candle of Healing: 100 gp; ½ lb.
Candle of Insight: 100 gp; ½ lb.
Candle of Turning: 80 gp; ½ lb.

Divine Mark

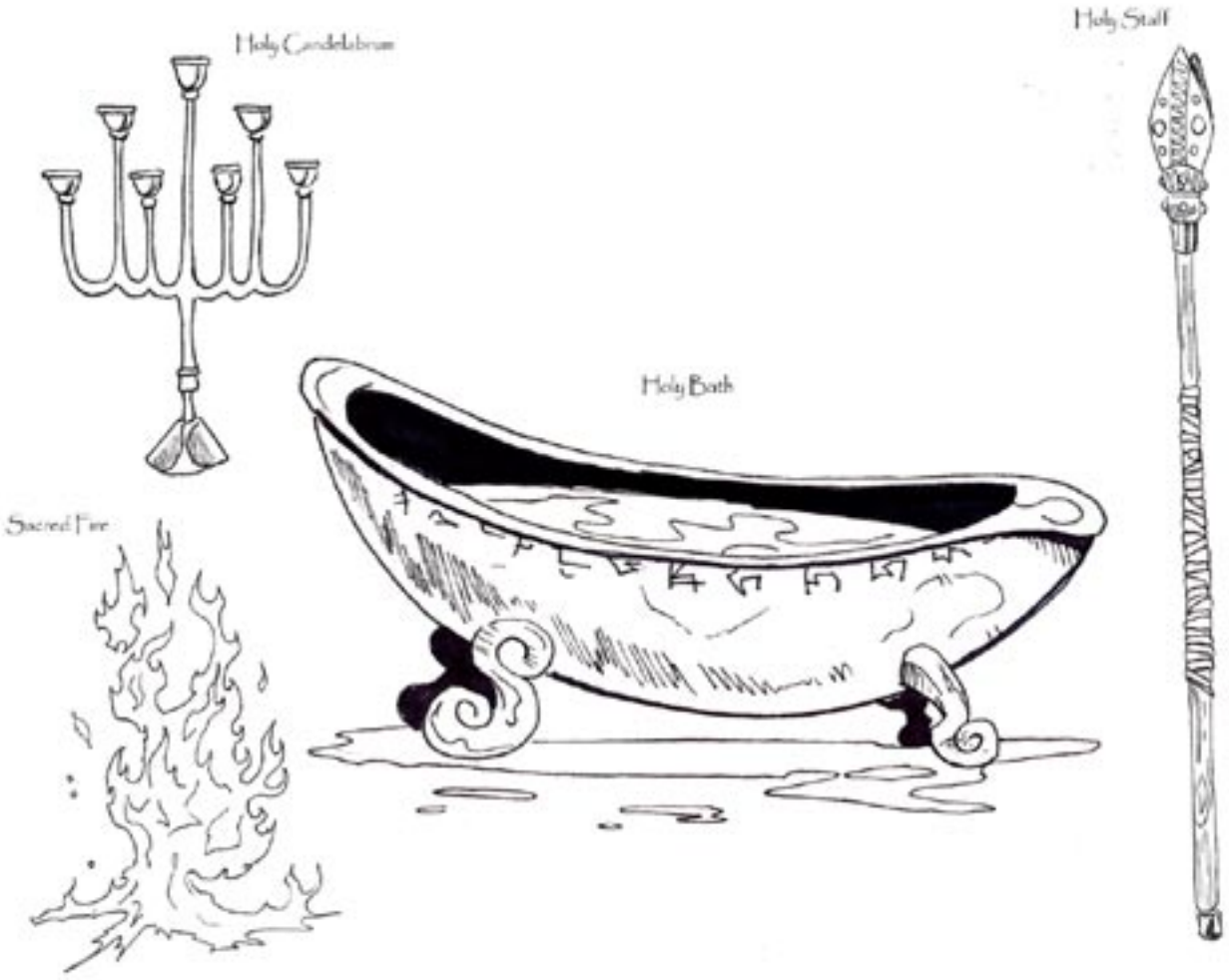
Divine marks are tattoos with a very powerful symbolic significance. By inscribing a divine mark on a character's body, the inscriber declares him a faultless and praiseworthy member of his church. Only authorised practitioners within a specific church are taught and allowed to inscribe divine marks; only

exemplary followers of their faith are allowed to receive them. The reason is simple; once a character has received a divine mark on his body, he never again needs to carry a holy symbol, for he has it inscribed on his skin – In fact, he *becomes* the holy symbol.

A divine mark always resembles the holy symbol of a specific deity of faith; both the recipient of a divine mark and the artist inscribing it must belong to that faith for the divine mark to have any effect. Once the divine mark is finished it is never erased from the wearer's body. As it is a gift for an admirable follower, rather than a service, a divine mark cannot be found for sale. However, the Pilgrim sells the materials to inscribe divine marks, should a character with the appropriate abilities be interested in acquiring them.

The wearer of a divine mark can use it as a holy symbol for the purposes of spellcasting; this effectively means the character no longer needs a divine focus to cast his divine spells. This benefit remains for as long as the character remains a faithful and exemplary member of his church; if he ever betrays the tenets of his faith, he loses all benefits from his divine mark. A divine mark may also be used to turn or rebuke undead, though the character must let the undead see his divine mark for it to have any effect.

Some religions forbid the use and applications of tattoos; such religions allow the inscription



of temporary versions of divine marks. These temporary divine marks cost only ten gold pieces and last for about a week, although being worthy of them is just as hard.

Inscribing Divine Marks

A character with the Scribe Scroll feat and at least ten ranks in Knowledge (religion) can inscribe his own deity's divine mark on a worthy character sharing his faith. A character cannot inscribe a divine mark upon himself. Inscribing a divine mark requires special inks and sacred oils costing 250 gold pieces, plus 1d6 hours of uninterrupted work. As soon as this time has elapsed, the character inscribing the mark must succeed on a Knowledge (religion) check (DC 25). A character can take 10 (but not 20) on this check. If the check fails, the time and materials spent are wasted and the process must begin again.

Divine Mark (Materials): 250 gp; weight does not apply

Hell Horn

Allegedly made from the actual horn of a fiend or evil outsider, this fell instrument is designed to accompany evil religious rituals, enhancing their dark power with its notes of doom. A hell horn actually looks like the severed horn of a demon or devil, adorned with metal studs, blasphemous symbols and evil writings.

When an evil-aligned character plays a hell horn, it makes a rude, violent rumble shaking the souls of listeners all around. This awful noise increases the power of evil spells. Any evil-aligned character within 30 feet of a sounding hell horn can use the instrument's evil blare as an arcane focus for a bard spell or as a divine focus for a cleric spell. Since blowing on the hell horn is required for it to function as an arcane or divine focus, it usually requires one character to blow it while another character does the casting; however, some specific spells might allow the caster to blow on the horn as he casts the spell. A character with five or more ranks in perform adds 1 to the caster level of any spells that benefit from his playing of the hell horn.

As a channel of hellish power, a hell horn may also be used as part of an attempt to rebuke (not turn) undead. The hell horn's sounds bend the will and shatter the self-control of undead creatures, granting a +2 bonus on the user's turning check. A hell horn has no effect when blown by a nonevil character.

Hell Horn: 600 gp; 6 lb.

Holy Bath

Many religions view the act of bathing as an important religious deed; several churches are equipped with sacred wells and fountains allowing their parishioners to symbolically purify their bodies and souls. A holy bath is specifically blessed and prepared to actually bathe a character's soul as it cleanses his body. The cost given for a holy bath includes the herbs, oils and rituals required to bathe the soul of a single character; it is possible to buy a holy bath for more characters by multiplying this cost accordingly.

Performing a holy bath takes one full, uninterrupted hour. In addition, the correct ritual to perform a holy bath must always be supervised by a dutifully appointed practitioner of a religious faith; in game terms, this means a Knowledge (religion) check (DC 15) is required for a holy bath to be successfully performed. This check may be made by the character receiving the holy bath or, more commonly, by a cleric or druid assigned to assist him. A character may take 10 (but not 20) in such a check. In addition, most holy baths include some sort of hardship the bathed character must go through so as to prepare his soul for purification; to receive the benefits of a holy bath, a character must succeed on a Fortitude save (DC 10). If both the Fortitude save and Knowledge (religion) check succeed, the character is considered to have successfully received the holy bath.

By successfully receiving a holy bath, a character removes all traces of negative energy from his soul, which gives him a +2 morale bonus on all Will saves for a full 24 hours. Additionally, any *cure wounds, remove curse*

or *remove disease* spells cast on a character that successfully received a holy bath within the past hour have their caster level increased by one. Finally, an *atonement* spell cast on the recipient of a successful holy bath never needs any focus, divine focus or experience point payment, as the holy bath covers all of these prerequisites.

There are evil versions of holy baths, usually performed in pools of blood and similar environments, though their precise effects may vary (at the Game Master's decree).

Holy Bath (One Character): 360 gp; weight does not apply

Holy Candelabrum

Many churches use candelabra as symbols of their faith. The candles attached to a candelabrum represent human or godly virtues, while the candelabrum's number of arms is the cosmic order to which these virtues are subject. When used to hold common candles, a holy candelabrum has a mostly symbolic significance; however, a holy candelabrum may also be fitted with divine candles (see page 161), allowing the carrier to benefit from the effects of many divine candles simultaneously. A holy candelabrum usually has three, six, seven or nine branches, each of them able to hold a single candle.

For every two candles beyond the first on a candelabrum, increase the candles' illumination range by five feet; therefore, a candelabrum with three candles illuminates a ten-foot radius, while one with five candles illuminates a 15-foot radius, one with seven candles illuminates a 20-foot radius and the light of a nine-candle candelabrum reaches up to 25 feet.

A practitioner of the appropriate faith may use a holy candelabrum as an adequate divine focus for either spellcasting or turning/rebuking undead. Using the candelabrum in this fashion requires all of its branches to be fitted with a candle of any kind.

Additionally, if a holy candelabrum is used to carry various divine candles (see page 161) of a single type, their range of effect is increased as detailed above (five feet per two candles beyond the first); also, if a holy candelabrum carries more than six candles of the same type, all bonuses gained from the candle type are increased by +1. For example, a holy candelabrum carrying seven candles of Good grants a total +2 bonus to the save DC and caster level of any Good spells cast within 20 feet. A holy candelabrum used to carry divine candles of more than one type causes the effects of both candle types to cancel each other, regardless of how many candles of each type are used.

Holy Candelabrum: 50 gp; 3 lb (4 lb. with candles)

Holy Staff

Akin to an arcane wizard's staff, this weapon is a symbol of its carrier's divine power and wisdom. Besides the symbolic significance of its very form and presence, it is usually engraved with numerous holy symbols and often used as a holy symbol itself. Holy staves are very common among clerics of all faiths and beliefs. Each holy staff is consecrated to a single deity; the character carrying the staff must be a sincere worshipper of such a deity to make proper use of the item.

A worshipper of the deity the holy staff is dedicated to may use it a divine focus when attempting to cast any divine spell; he may also use the staff on attempts to turn or rebuke undead. When used in conjunction with other divine foci, a holy staff grants a +1 bonus to the spell's caster level. A holy staff may be used as a weapon, in which case it counts as a quarterstaff. The damage from a quarterstaff counts as having the alignment of the deity it is dedicated to for the purposes of damage reduction; therefore a staff dedicated to a lawful good deity counts as both a good-aligned and lawful-aligned weapon.

Finally, the carrier of a holy staff demonstrates a position a position of power and respect within his church; any character displaying a holy staff gains a +1 circumstance bonus on all Charisma and Charisma-based checks made to influence

characters worshipping the deity the staff is consecrated to.

Holy Staff: 400 gp; 5 lb.

Sacred Fire

This is specially blessed fire, usually employed for burnt sacrifices or offerings but also used as a symbolic enhancement in other rituals. To be considered sacred, a fire must be made from consecrated oils and timber according to a specific ritual. Thereafter the fire has the 'sacred' status for as long as it keeps on burning.

The Pilgrim sells the materials needed to make sacred fire in an easy-to-use kit, consecrated to a specific deity or church. The kit is useless unless specifically lighted and used by members of the corresponding faith.

While it burns, sacred fire can be used as a divine focus for any divine spell cast within five feet. A single burning sacred fire can be used as a divine focus for any number of spells, as long as it keeps burning. Sacred fire can also be used instead of a holy symbol for turn/rebuke undead attempts. When used in conjunction with other divine foci, sacred fire increases the spell's caster level by one, provided that the spell is cast within five feet of it.

A sacred fire is usually burnt in a brazier or fire pit, which means it must always remain in the same general space. Keeping a sacred fire ablaze requires a daily Knowledge (religion) check (DC 10) or Survival check (DC 10). A proficient caretaker may take 10 on this check, effectively allowing sacred fire to burn indefinitely. If the fire is not successfully tended for even one day, it goes out and the kit must be bought again to rekindle it.

Sacred Fire Kit: 125 gp; 4 lb.

The Prudent Traveller: Adventuring Gear

As you approach the row of shops lining the sides of the Marketplace of Marvels, the one which is your destination is easy to pick out. Immaculately maintained, its stones freshly scrubbed and its wood always polished, The Prudent Traveller stands out from its neighbors like an elf stands out in a row of dwarves. The meticulously carved and painted sign above the spotless door is almost redundant, as anyone who has been informed of the place would instantly recognise it, sign or no sign. As you turn the polished handle and open the door, a faint scent of sawdust and fine leather slips across your nose, the trademark smells of The Prudent Traveller. A thin half-elven man steps forward to greet you as you walk into the warmly-lit interior.

'Good day, good day, my lords and ladies. I am Madrion Celeben, your humble host. What may I do to serve you today? Ah, preparing for a journey, then. If I may say, you've certainly come to the right place to prepare. Whether your journey is across the continent or across the street, going about it ill-prepared is the surest way for it to come to a bad end. Now, pray tell, what hazards might you be facing in this journey of yours?'

The Prudent Traveller is a vision of order and organisation. Freestanding rows of shelves run the length of the store, as perfectly spaced as ranks of soldiers on parade. Items on the shelves are stocked in as orderly an arrangement as the shelves themselves, with smaller items on the shelves in the front of the store, then growing progressively larger farther back. Items too large to fit in any shelf are stowed in specially-built racks along the walls. With every group of items is a paper tag explaining its function and price. At the back of the shop is a heavy wooden door, near which the smells of sawdust and leather are strongest, as Madrion's workshop is located just on the other side. The shop is lit with gentle light from globes of coloured glass scattered about, each one holding a *continual flame* spell.

In his youth, Madrion Celeben attempted to make a life for himself as an adventurer. Those were unhappy years for him, as his luck was so continuously and unwaveringly bad many people suspected he was under a curse. His rations would spoil or run out, he was constantly being robbed or pickpocketed, everything fragile he carried ended up broken and he somehow managed to cross paths with every ill-tempered beast within 100 miles of his location. Madrion sought the help of clerics, druids, sorcerers and wizards to remove the curse he was sure must be on him, but all their magics and divinations revealed he was not under a curse of any kind. Finally concluding his various misfortunes must be the result of poor planning, inferior equipment and, obviously, bad luck as well, Madrion decided to take a break from adventuring while he created new equipment that would help him avoid repeating any of his previous debacles once he returned to the road.

Not long after he set to work on imagining and creating this new equipment, however, love intervened and changed his plans. He met and married a half-elven woman named Bronwyn, and gave up his plans of returning to the adventuring life quite readily. Instead, he has focused on creating ever more useful items to help travellers avoid the types of misfortunes that drove him from the adventuring life so long ago. Madrion is now a grandfather, a topic which potential customers at The Prudent Traveller would do well to avoid unless they fancy a lengthy stay in the shop, regaled with tales of the grandchildren's antics and presented with a seemingly unending parade of examples of their artwork.

Boot Sheath

The boot sheath is, in Madrion's words, 'something no good adventurer should be without, believe me when I tell you.' A boot sheath is a simple device that Madrion can add to any existing boot in about half an hour. Intended to hold small weapons like daggers and knives, a boot sheath is simply a sheath sewn to the inside of a boot leg. It is recessed deeply enough into the boot that the weapon it is intended to carry is also concealed within the boot, provided, of course, that the boot is deep enough to accommodate it. There is an unavoidable bulge in the side of a boot when a weapon is stowed in a boot sheath, which is difficult but not impossible to notice (Spot skill check DC 20). The price given below is the cost for adding a sheath to an existing boot.

Boot Sheath: 1 gp

Breaking Sheath

During his adventuring days, Madrion had a talent for being ambushed. Though this often took the form of brigands springing upon him in the lonely trails of the wild, he was also the target of more than a few sudden attacks in the dark alleyways of a city, as thieves and cutthroats, who believed him an easy mark, leapt upon him from the shadows. Most famous and unfortunate was the incident when Madrion unwittingly walked between two wizards who were just beginning a magical duel. Expert conjurors both, this duel consisted entirely of battles between summoned beasts. Madrion strolled from an alley between the vanguards of the summoned hordes seconds before they met, and was just barely able to flee with his life.

It is with these city ambushes and sundry misfortunes in mind that Madrion designed the first breaking sheath, a device he has perfected in the years since. During Madrion's adventuring days, as now, many cities required anyone who wished to be armed while within the city's walls to peace-tie their weapons. Simply put, this usually means that any weapon larger than a knife must be tied into its sheath or scabbard, secured so that it may not be drawn and used in a pique of drunken belligerence. Weapons without sheaths, generally speaking, must be strongly tied to the belt. However, as Madrion used a sword, it was to bladed weapons that he put his thoughts. A breaking sheath is designed to allow the wielder to bring his weapon into play immediately, without having to bother with untying the weapon's peace tie. The breaking sheath has a detaching cap at the top of the sheath, immediately below the hilt of the weapon, to which the peace tie is attached. One good tug pulls the detaching cap loose, freeing the weapon. The cap is extremely well-concealed, though it may be noticed by an exceptionally attentive observer (Spot check, DC 25). After use, the cap of the breaking sheath can be reattached and used again. Breaking sheaths are available for all makes of bladed weapons. The owner of a breaking sheath may still make use of the Quick Draw feat, if he has it.

Breaking Sheath: 10 gp; 1 lb.

Chain Pouch

Pouches and purses of cloth and leather are certainly the cheapest and most common, but they also present a tempting target to cutpurses. A skilled thief with a fingerblade can slice open such a purse, take its contents and vanish into the crowd before the hapless owner of the purse is aware anything has happened. The chain pouch offers a simple and reliable means of protection against such petty larcenies. It is constructed of chain mail, identical to that worn as armour, and is attached to the belt of the wearer with a pair of chain hoops on the back of the pouch. The inside of the chain pouch is usually lined with cloth or leather to cushion the contents, and to prevent the noise that would be generated by coins bouncing around inside chain mail. Additionally, Madrion weaves slender strips of coloured leather through the chain, further dampening the sound of clinking metal and giving the pouch a more attractive appearance. The chain pouch is, obviously, impervious to any attempts to slice it open with a finger blade, as it has the same hardness and hit points of chain mail. It can still be opened and emptied by a skilled pickpocket,

but it imposes a -4 penalty on the would-be thief's Sleight of Hand skill check. Since its introduction, this has become one of Madrion's best-selling items.

Chain Pouch: 10 gp; 3 lb.

Clothing Case

The clothing case is designed for the traveller who knows he will have to slog through mud and blood on his journey and yet still needs to look good at the end of the trek. Made of stiff, sealed leather, and closed with a series of overlapping flaps, the clothing case is perfect to keep an adventurer's good clothes safe from harm while he is out in the wild or creeping through the sodden depths of a dungeon. The clothing case is watertight and has enough room for three sets of clothing for a Medium-sized creature. Madrion developed this item after several ill-fated adventures left him with nothing but tattered, mud-soaked clothing, if even that.

Clothing Case: 35 gp; 10 lb.

Collapsing Container

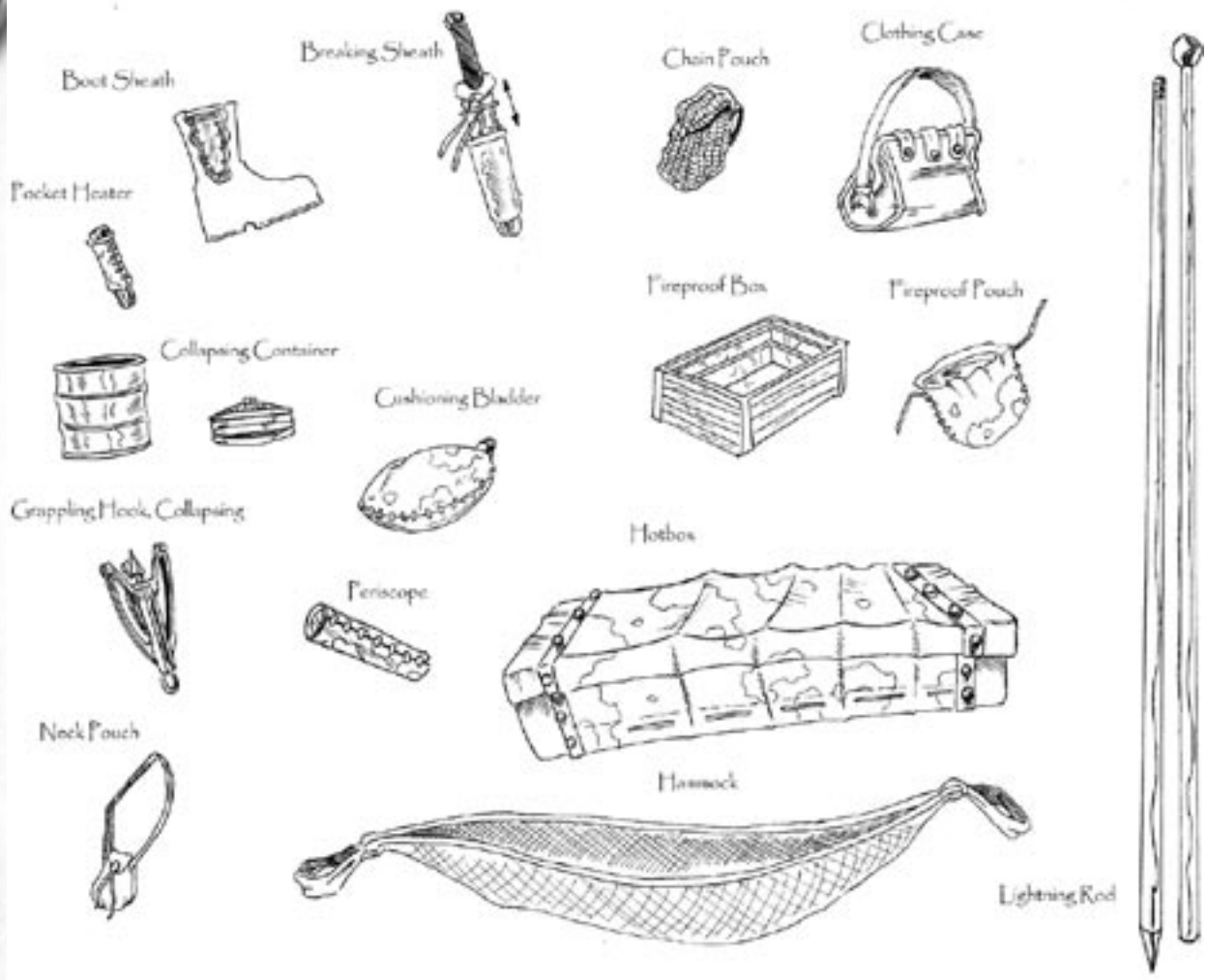
Adventurers, and anyone else out on the road for a significant length of time, invariably needs containers to transport things, whether it be water, food or hard-won gold. However, carrying empty containers about is likely to prove both frustrating and inefficient, for though they may not weigh much when empty, the sheer bulk of baskets, pails and chests can rapidly become an impossible load for a man on foot, or can consume all available space on a pack animal. With this problem in mind, Madrion Celeben of The Prudent Traveller created an elegant solution. He offers two kinds of collapsing containers for sale, both of them in varying sizes. The collapsible basket is made of thick reeds around a hinged wooden frame. When not needed, it can collapse into a disk shape only two inches thick (including the lid). The other, more popular collapsing container is the collapsing pail. Made of oil and cured leather over a hinged metal frame, the collapsing pail can be reduced to a disk only one inch thick when not in use. Unlike the basket, the collapsing pail is watertight (though the space between the pail and the lid is not).

Collapsing Basket (Small, holds 1 cubic ft.): 4 gp; 1 lb.
Collapsing Basket (Large, holds 2 cubic ft.): 6 gp; 2 lb.
Collapsing Pail (Small, holds 2 gal.): 5 gp; 3 lb.
Collapsing Pail (Large, holds 4 gal.): 10 gp; 5 lb.

Cushioning Bladder

Through his long, ill-fated years as an adventurer, Madrion learned that falling damage does more than give one broken bones and a bad back. Decades later, he still looks pained when he recounts the time he and his companions were hired by a group of monks to retrieve an ancient crystal statuette from the depths of the monks' old mountaintop monastery that had become overrun with ghouls. After a terrifying descent into the monastery's catacombs, in which one of his companions lost his life, Madrion and his comrades succeeded in locating the statuette. They finally won their way free of the monastery, and were fleeing from the pursuing claws of the hungry ghouls, when Madrion slipped on a treacherous trail and fell some 30 feet to the ground below. The crystal statuette, lying loose inside a small box, was shattered by the fall. Madrion's companions abandoned him after that, and he set his thoughts to a way to prevent such a disaster from occurring again.

The cushioning bladder is the fruit of his efforts. Constructed of specially treated sheep and goat bladders, the cushioning bladder feels to the touch like the finest in kid leather. However, the treatment Madrion gives the bladders makes them almost elastic. When coated with a layer of rubber obtained from Rolo at Treasures from Afar, the cushioning bladder becomes, essentially, an airtight balloon. When deflated, it is about the size of a dinner plate, but can be inflated (by breathing into a nozzle at one end) into a misshapen sphere nearly three feet across. When placed into a chest or other rigid container and inflated, the cushioning bladder



holds all loose objects in the chest in place, preventing them from rattling back and forth and damaging themselves, even under extreme shock.

Used correctly, a cushioning bladder completely eliminates the damage done to objects from a fall of up to 20 feet, and halves any damage taken after 20 feet. This benefit applies only to objects stored in a container featuring a cushioning bladder.

Cushioning Bladder: 15 gp; 1 lb.

Fireproof Box

After an adventuring career in which he lost several precious items to fire, be it from a fireball through by an angry wizard or merely a campfire that managed to grow completely out of control while his back was turned for only a moment, Madrion set his mind to creating a fireproof container. He pursued this endeavour for some time, but it was not until he had quit the adventuring life for good that he finally perfected the design. Now, he offers it for sale to adventurers, that they may be spared some of the troubles that were heaped upon him.

A fireproof box is composed of several layers of wood, leather and ceramic. The wood and leather have been specially treated to withstand fire. The frame of the box is made of wood, which is surrounded by a ceramic shell. In an oilskin-lined compartment between the ceramic and the outer layer of leather is a mixture of water and slowburn, an alchemical substance

Madrion purchases from Tathiela at The Alchemist's Pestle.

Of course, despite Madrion's skill and best efforts, the fireproof box is not completely fireproof, but it does come close. It is, however, only good for one fire, after which it is little more than a scorched ceramic box around a wooden frame. The nature of the fireproof box's construction allows it to always make its saving throw against the first fire-based attack that hits it, even when unattended. Though intensely hot flames, like dragon fire or magical fire, will overwhelm and consume a fireproof box in short order, it is able to endure up to six hours in the heart of a bonfire before any damage is done to its contents. A fireproof box can hold one cubic foot of material, though Madrion can make a larger one, if a customer asks for it.

Fireproof Box: 125 gp; 10 lb.

Fireproof Pouch

The fireproof pouch is based on some of the same design as the fireproof box, but as it is not rigid, it does not incorporate wood or ceramic in its construction, and is less effective.

The fireproof pouch is made of three layers of alchemically treated leather, with two pockets of oilskin between them. As with the fireproof box, these pockets are half-filled with a mixture of water and slowburn. Also like the fireproof box, the pouch is only good for one fire, after which it is little more than a scorched and tattered leather pouch. The nature of the fireproof pouch's construction allows it to always make its saving throw against the first fire-based attack that hits it, even when unattended. Though intensely hot flames, like dragon fire or magical fire, will overwhelm and consume a fireproof pouch in short order, it is able to endure up to one hour in the heart of a bonfire before any damage is done to its contents. A fireproof pouch is the same size as a common belt pouch.

Fireproof Pouch: 50 gp; 1 lb.

Grappling Hook, Collapsing

A grappling hook is a three or four prong metal hook, commonly tied to a rope to assist in climbing. Unfortunately, they also have a tendency to snare themselves upon anything and everything in the pack in which they are kept. After being forced to empty his entire pack four times in the space of two days to carefully disentangle his grappling hook from everything else he possessed, Madrion decided there had to be a better alternative. It was not until he had quit the adventuring life, however, that he actually created that alternative. The collapsing grappling hook has only three prongs to it, each of them attached to the center trunk of the hook with a strong hinge. They are held open by a set of springs built into the grappling hook. When the owner wishes to collapse the grappling hook, he can push the prongs down until they slip into recesses built into the trunk of the grappling hook, then slide a metal ring around them, holding the prongs in place. When the ring is removed, the prongs spring back out. A collapsing grappling hook will not only not snag on anything in the owner's pack, it is also far easier to conceal than a normal grappling hook, being only seven inches long and one inch thick when collapsed. Many customers of For Every Occasion, having just purchased a garment with a rope hem, come over to The Prudent Traveller for a collapsing grappling hook to make the purchase complete.

Grappling Hook, Collapsing: 50 gp; 4 lb.

Hammock

During his adventuring days, Madrion took every precaution he could think of to ensure a safe night's rest while he was on the trail. His precautions rarely, if ever, worked. Night after night, Madrion found his rest was abruptly disturbed by a roving band of orcs, a gang of human brigands or a marauding group of trolls. At the time, he had no idea what else he might try to grant himself a night's reprieve from the nocturnal onslaughts. After his retirement, however, he found the perspective provided him by time had given him new inspiration. He turned to the ways of his elven forebears to

create a new device for sleeping while on the trail, called a hammock. A hammock is a piece of stout netting, some nine feet long and four feet wide, with a long rope at two ends. By tying each of the ropes to a tree branch (or something similar), the hammock can be suspended in the air. A person can then climb inside the netting and sleep securely and soundly, elevated from the ground and out of the path of any creatures that may come wandering by.

The hammock requires a successful Use Rope Skill check (DC 10) to fasten securely. Once this is done, however, there is no chance an individual sleeping in the hammock will fall out in his sleep. The hammock can safely hold up to 400 pounds without breaking. When not in use, a hammock can be rolled up to half the size of a bedroll. The hammock is a good means of concealing oneself from potential enemies while one sleeps, so long as the potential enemy is travelling on foot. Noticing a hammock slung in the trees requires a Spot Skill check (DC 20), if the creature making the Spot check is not specifically looking up into the trees. The DC of this skill check may be raised or lowered at the Games Master's discretion, depending upon such variables as any further attempts to hide the hammock or exceptional eyesight on the part of the creature making the Spot check.

Hammock: 15 gp; 4 lb.

Hotbox

A hotbox is a collapsing leather and wood box with a small metal compartment intended for use in cold climes. When unfolded, it is seven feet long, three feet wide and two feet high. The leather is specially treated to make it more resistant to water and to heat.

To use a hotbox, a character must first unfold the hotbox, then fill the metal compartment with hot coals. He then slides inside and closes the top section of the box, almost like a coffin. Two one-foot long slits, one on either side of the hotbox, allow fresh air in. The coals cause the hotbox to heat up dramatically, providing the character with a much warmed and more comfortable sleeping environment than he would have shivering beneath the open sky, or even in a tent. By using a hotbox, characters may add a +4 circumstance bonus to all Fortitude saving throws against exposure to cold weather. This bonus is in addition to any other bonuses granted by other equipment, such as a cold weather outfit.

Hotbox: 40 gp; 15 lb.

Lightning Rod

Madrion knows from firsthand experience how dangerous lightning can be when one is out in the open during a thunderstorm. In order to avoid repeating that decidedly unpleasant experience, he created this portable lightning rod. Formed of seven two-foot long segments, the lightning rod, once put together, forms a thin steel rod nearly 14 feet long. The bottom segment has a spike on it, allowing it to be easily driven into the ground.

Adventurers being the way they are, Madrion is not surprised that his lightning rod has become less a means of avoiding the chaotic wrath of nature and more a means of foiling electricity-based magical attacks. Any electrical attack, such as a *lightning bolt* spell, directed at a character within ten feet of an assembled and emplaced lightning rod will have some of its damage bled off into the rod itself. One hit point from each die of electrical damage (with a minimum of one point of damage per die) is directed through the lightning rod and into the ground. Therefore, a *lightning bolt* spell that would normally deal 5d6 points of electrical damage instead deals 5d6–5 points of damage to all characters within ten feet of an assembled and emplaced lightning rod.

Assembling a lightning rod from its seven segments requires two full-round actions to complete, though it is possible for two characters to work on it at the same time, thus completing the rod in a single round. Emplacing the rod requires a move equivalent action.

Lightning Rod: 75 gp; 15 lb.

Neck Pouch

After years of having his pocket picked the moment he walked into any town large enough to have more than one street, Madrion set his mind to creating a new pouch to foil the attempts of even the most skillful thief. The chain pouch was his first invention in this vein, but he was not completely satisfied with it, concerned that a thief would simply cut his belt off. Therefore, he turned to an older invention, the neck pouch, and improved on the old design.

A neck pouch is simply a smaller version of the belt pouch, designed to hang around the wearer's neck on a cord, suspending the pouch on his chest, beneath his clothes and armour. Madrion sells a very basic version of this, as well as some variations he has created to stave off the greedy hands of cutpurses and pickpockets. Neck pouches are, by their very nature, more secure than a belt pouch, causing would-be thieves great difficulty in stealing their contents, as the pouch is concealed beneath the clothing of the wearer. A normal neck pouch deals a –2 penalty on any Sleight of Hand skill checks made to steal the pouch or its contents.

The simplest of his variations to the normal neck pouch is to replace the leather thong most neck pouches hang on with a steel chain. Though not any more impervious to damage than a normal steel chain, it is nevertheless proof against a cutpurse with nimble fingers and a sharp blade, dealing a –5 penalty on any Sleight of Hand skill check made to steal the neck pouch. Madrion's other variation is almost impossible for a thief to abscond with, though it is also difficult for the wearer to use in casual commerce. Rather than hanging around the neck, this pouch is suspended from a pair of straps that circle over the wearer's shoulders and beneath his arms. This version of the pouch offers a potential thief no exposed target, dealing a –10 penalty on any Sleight of Hand checks made to steal the pouch.

Madrion sells his various neck pouches in both a men's version and a women's version. They are essentially the same in terms of how well they protect against thieves, but the men's version is designed for the pouch to sit on the man's chest, while the women's version is designed for the pouch to sit just below the woman's chest.

Neck Pouch: 1 gp; ½ lb.
Neck Pouch (Chain Strap): 2 gp; 1 lb.
Neck Pouch (Shoulder Strap): 5 gp; 1 lb.

Periscope

The periscope is a rigid leather tube about two and a half feet long with holes cut in the sides at each end. Behind each hole is a mirror, mounted at such an angle that anyone peering into one of the holes can see, through the reflection of the mirrors, whatever is visible through the other hole. The periscope is an invaluable tool to the adventurer, allowing him to looking around a corner or over a wall without actually exposing himself to any dangers that may lie in wait. Anyone using the periscope in such a manner may retain all appropriate advantages due to cover and concealment. For example, an adventurer using the periscope to look around the corner of a dungeon passageway could retain all bonuses for full cover while examining what lies ahead. The periscope would, of course, be visible, but the adventurer himself would not be.

The periscope cannot be used by an enemy of the adventurer to target a spell at him (for example, spells like *disintegrate* and *magic missile* can be targeted at the periscope, but they will not affect the adventurer through the periscope) though he may, of course, be affected by an area-effect spell. Likewise, the individual using the periscope may not target spells through it; he must be able to directly see his target. The periscope also, obviously, renders useless any gaze attacks that are normally foiled when viewed through a reflection. While an excellent tool, the periscope is not perfect, however. Looking through a pair of small mirrors at something is no substitute for actually looking directly at it, and the user of the periscope receives a –4 penalty to all Spot skill checks when looking through the device.

Periscope: 50 gp; 3 lb.

Pocket Heater

Pocket heater is not actually intended to heat a pocket. Rather, it is intended to be stored in a pocket and brought out to warm the hands of its owner when desired. A pocket heater is a metal cylinder, one inch thick and three inches long, which is wrapped in a leather case. One end of the cylinder is pierced with a number of holes, to let air in and let heat out. Most of the cylinder is used for a small reservoir of specially treated oil, which burns so slowly it is unable to support an actual flame. The rest of the cylinder is used to hold a small coal, which slowly consumes the fuel of the oil over the course of eight hours, causing the pocket heater to remain warm.

By using a pocket heater, characters may add a +1 circumstance bonus to all Fortitude saving throws against exposure to cold weather. This bonus is in addition to any other bonuses granted by other equipment, such as a cold weather outfit. Madrion also sells a smaller version of the pocket heater called the boot heater, meant to be stowed in the toe of a roomy boot to keep the feet warm. Using both a pocket heater and a boot heater increases the circumstance bonus to all Fortitude saving throws against exposure to cold weather to +2. Lastly, use of a pocket heater will negate, either fully or partially, as decided by the Games Master, all penalties that might be imposed by cold weather on a character's use of skills requiring fine motor function, such as Open Lock or Sleight of Hand.

Pocket Heater: 40 gp; ½ lb.

Potion Band

For those who make extensive use of potions in combat, the potion band is a simple invention that can quite literally save a life. This was one of Madrion's earliest inventions, created while he was still adventuring, and he credits it with having kept him alive through some very difficult battles. Anyone who knows Madrion's history at all will not be surprised to learn he kept his potion band stocked with potions of healing.

A potion band is a broad leather strap, worn over the shoulder and across the chest like a sash. It has 15 leather loops across the front of the strap, designed to accommodate an average-sized potion phial, though the loops can be tightened or loosened if need be. Retrieving a potion from a potion band is still a move equivalent action, just like retrieving a stored item. However, unlike retrieving a stored item, taking a potion from the band does not provoke an attack of opportunity. If the character happens to have the Quick Draw feat, however, he may pull a potion from the potion band as a free action.

Potion Band: 15 gp; 2 lb.

Razor Strop

Skilled as he is with carpentry and razorwork, Madrion disdains the use of whetstones, preferring to sharpen his blades with a leather strop. Whetstones, he explains to his customers, grind down the edge of the blade far too quickly, eventually rendering it useless.

Through some experimentation and consultation with Tathiela at The Alchemist's Pestle, Madrion was able to create a leather strop that not only sharpens blades better and faster than a whetstone, but also leaves them with an edge so keen it is almost magically sharp. Accordingly, he changed the name of these alchemically enhanced items from leather strop to razor strop. A simple, unaltered leather strop can be had for the cost of one silver piece.

Any blade sharpened with one of Madrion's razor strops will achieve an edge exceeding its owner's expectations, conferring upon the blade a temporary +1 bonus to all attack rolls. This bonus lasts for about a single day of normal use, until the exceptional edge granted by the razor strop is worn down again. Sharpening a short blade, such as a dagger or knife, takes half an hour. Sharpening a longer blade, such as a longsword, takes a full hour, while the owner of a greatsword must spend two hours working with the razor strop.

After ten such sharpenings, the razor strop is too worn down by use to continue to confer its bonus upon a blade. However, it remains useful for normal blade maintenance as a leather strop.

Razor Strop: 200 gp; 1 lb.

Rope, Leather

Though historically less popular than rope made of hemp or silk, a rope made of braided leather remains an incredibly useful tool. Leather rope is at once sturdier and weaker than hempen or silken ropes, possessed of a lower tensile strength (it can be burst with a DC 22 Strength check), but much greater toughness (a leather rope has a hardness of 2 and four hit points).

Leather rope has one other trait not found in rope twisted of hemp or silk – it can shrink. If a leather rope becomes wet, it can stretch (increasing the difficulty of bursting it to a DC 23 Strength check). When the rope dries, it shrinks back to its original size. This trait is often used to tie down crates and cargo securely, but it can also be used to tie up a prisoner, making his bonds painfully tight and almost impossible to escape, though Madrion certainly does not endorse this use of his leather rope. Tying up a prisoner with wet leather rope, then allowing it to dry, increases the difficulty of slipping the bonds, increasing the prisoner's Escape Artist skill check by five (binder's Rope Use check + 15). If the ropes are still wet when the prisoner attempts escape, however, the

difficulty level is decreases by five (binder's Rope Use check plus five).

Rope, Leather (50 ft.): 10 gp; 10 lb.

Rope Spool

The rope spool is one of Madrion's favourite inventions, an item he created after untying one too many snarls in his ropes. It consists of a large metal spool inside a wooden case. One end of the rope is attached to the spool, and turning a small lever on the side of the spool retracting the rope. The spool spins just as easily in the other direction, allowing the user of the rope spool to pull out as much of the rope as he requires. A choke on the front of the wooden case is used to pinch the rope, to keep it from unspooling any further.

Though he created the rope spool for his convenience, Madrion soon realised it could have uses for an adventurer as well. The rope spool can be used to quickly and safely descend from a great height. By tying or otherwise anchoring one end of the rope at the top of whatever height the adventurer needs to descend, the adventurer can quite literally jump off the side of a cliff, holding on to the handle on the back of the rope spool and allowing it to unspool as he descends. By holding the choke halfway closed (which requires a Strength ability check, DC 10), the user of the rope spool can slow the speed of his descent. However, there is a 10% chance that the choke on the front of the rope spool will break at some point during the descent. Should the choke break, Games Masters should randomly determine at which ten-foot increment of the descent this happens.

A rope spool can hold 100 feet of hemp or leather rope, or 200 feet of silk rope.

Rope Spool: 30 gp; 10 lb.

Rope Spool, Climbing

The climbing rope spool is very much like a normal rope spool, save for one major difference. There is a large, tightly wound spring inside the metal spool which, when triggered, will cause the rope to retract. This item was created by Madrion for an adventuring friend of his, a man who planned an expedition into a hazardous mountain range and wanted a swift, nonmagical way of climbing the cliffs he knew he would need to mount.

If one end of the rope is secured at the top of a cliff (or other suitable height), whether by grapple or knot, the user of the climbing rope spool can trigger the spring inside the spool, and by simply holding on to the handle on the back of the spool, allow himself to be lifted up into the air. The climbing rope spool will continue retracting until it comes to the end of the rope.

The climbing rope spool is unable to support more than 200 pounds at one time. Attempting to add more weight to it will break the spring, causing the rope to completely unspool. If the user weighs 125 pounds of less, he can ascend at a movement speed of 10 while using the rope spool. If the user weighs between 125 and 200 pounds, he ascends at a movement speed of 5. After 20 uses, the spring inside the climbing rope spool will need to be replaced, a process that costs 50 gold pieces. A climbing rope spool can hold 50 feet of hemp or leather rope, or 100 feet of silk rope.

Rope Spool, Climbing: 100 gp; 10 lb.

Staff Sheath

A staff sheath is simply that, a long leather covering that can be fitted over a staff, usually leaving the head of the staff exposed. The primary purpose of a staff sheath is to protect the surface of the staff from the kind of nicks and dents that are seemingly inevitable on the trail. However, with the staff sheath covering the weapon, all damage the staff does is considered to be non-lethal damage. This allows the wielder of the staff to deal nonlethal damage without suffering a –4 penalty on his attack roll.

A staff sheath like the one priced below is simple and unadorned. If the purchaser

wishes a more elaborate staff sheath, Madrion can accommodate the wish for an added fee. Removing a staff sheath is a move action. Even if a character has the Quick Draw feat, the staff sheath cannot be removed as a free action. A staff sheath that leaves the head of the staff exposed will not interfere with any of the staff's magical powers.

Staff Sheath: 5 gp; 1 lb.

Sulphur Sack

Madrion attempts to sell one of these items to every person who comes into The Prudent Traveller, and those who make the purchase seldom regret it. Though he calls it a sack, it is really more of a canister, a leather tube with a wooden cap on each end. The canister can be worn on a belt or stowed in a pack. Removing the top cap on the sulphur sack reveals a wide hole, while removing the bottom reveals a wooden disk, into which Madrion has drilled a score of tiny holes. When sold, the sack is filled with finely powdered sulphur, an item Madrion insists no traveller should ever be without. It is the sulphur, not the sack itself, that is truly valuable to a traveller, as Madrion will admit. When spread on the ground, sulphur repels crawling insects of all types, creating a virtual barrier against them. No ordinary insect will crawl through sulphur, and even monstrous insects must succeed on a DC 15 Will save to pass through a line of sulphur. If the insects are under magical compulsion, being ordered to crawl through sulphur grants the creatures a Will save against the compulsion to allow them to refuse the order. A sulphur sack, which is designed to make drawing a line with the sulphur easier, holds enough sulphur to draw a line 200 feet long and two inches wide. Despite its efficacy against dominated or monstrous insects, the primary use of sulphur is simply to keep ordinary insects away while one sleeps. Sulphur has no effect whatsoever on flying insects.

Sulphur Sack: 30 gp; 3 lb.
Sulphur Refill: 20 gp; 2 lb.

Tent, Waterproof

A tent is the most common means of portable shelter in the world. However, a tent is also a relatively frail shelter, all too likely to admit the inclement weather outside that the occupants of the tent would prefer to avoid. Having once endured a night in a tent of such inferior construction that the rain was actually falling harder inside the tent that outside, Madrion determined to create a better shelter. The task proved even easier than he imagined it would be, once he realised the wondrous properties of the rubber imported by Rolo at Treasures From Afar. By simply infusing the canvas fabric of a normal tent with rubber, Madrion was able to create a completely waterproof shelter. The waterproof tents Madrion sells will accommodate two Medium-size creatures.

In addition to his waterproof tents, Madrion also sells waterproof tarps by the square yard.

Tarp, Waterproof (per square yard): 1 gp; 1 lb.
Tent, Waterproof: 100 gp; 20 lb.

Thunderstone Lock

Simple in concept but difficult to create, the thunderstone lock makes a useful deterrent against thieves. A thunderstone lock has two or three false tumblers inside it, tumblers that move but have nothing to do with locking or unlocking the thunderstone lock. Behind the false tumblers is a tiny compartment, accessed by a secret panel on the side of the lock (or the inside of the door, in the case of a thunderstone lock installed on such a portal). The compartment holds a little pebble of a thunderstone. When a thief attempts to pick the lock, he will cause one of the false tumblers to fall onto the thunderstone, setting it off and alerting anyone nearby to what is happening. Assuming the sudden clap of thunder does not give the thief a heart attack, he will likely run away to try his luck elsewhere.

The secret panel on the side of the thunderstone lock is difficult to detect (Search check DC 30). The thunderstone lock's false tumblers may

be bypassed with a successful Disable Device skill check (DC 25). The easiest way to tell whether or not a lock is a thunderstone lock is by looking at the lock's key. Thunderstone lock keys usually have a wide gap in the middle to account for the lock's false tumblers. Prices for thunderstone locks include the first thunderstone. Although certainly possible, no one has ever bothered to make a thunderstone lock with a 'very simple' rating.

Thunderstone Lock (Average): 110 gp; 1 lb.
Thunderstone Lock (Good): 190 gp; 1 lb.
Thunderstone Lock (Amazing): 330 gp; 1 lb.

Troll Bite

A rather gruesome creation, the troll bite is nonetheless an extremely useful item, especially for those travelling through barren lands, or someone who is in too great a hurry on his journey to stop for meals. The troll bite is, quite simply, a piece of troll meat that has been alchemically treated to increase its resistance to acid. The troll bite must be carefully prepared for each individual, taking into account the purchaser's height, weight, race and gender. Once the troll bite has been prepared, the purchaser swallows it. The alchemically altered bit of troll then resides in the purchaser's stomach, regenerating at the same rate at which it is dissolved by the stomach acid. This provides the user with a constant source of nutrients, much like a *ring of sustenance*. However, the troll bite does have significant drawbacks when compared to the magical ring. The user may not consume any other food, or drink anything other than water, as to do so would disrupt the delicate balance between the troll bite and his digestive system. Introducing excess food into the stomach would decrease the demand on the troll bite, allowing its regeneration to overtake the stomach's consumption. Once that happens, it is only a matter of time before a partially reformed troll bursts from the user's abdomen. Additionally, the troll bite does not provide a particularly well-balanced diet. Extended use may (at the discretion of the Games Master) result in conditions like scurvy. Most commonly, the troll bite is only used for periods of one month or less, after which the user must induce vomiting to remove the troll bite. It is quite advisable to immediately destroy the troll bite with fire after it is expelled, as it cannot be reused, and left alone it will quickly grow into a troll. Obviously, despite its similarities to a ring of sustenance, the troll bite does nothing to refresh the user's mind, and he still requires his normally amount of sleep.

Properly preparing a troll bite requires a Knowledge (nature) Skill check with a DC of 20.

Troll Bite: 300 gp

Wand Sheath

A wand sheath is worn around the forearm, concealed beneath the sleeves of any long-sleeved garment. It consists of a pair of wide leather straps which buckle around the arm, just above the wrist and just below the elbow. Six steel tubes are evenly spaced around the circumference of the straps, running from one strap to the other. The tubes are designed to hold one wand each.

The wand sheath is designed to keep a character's wands always at the ready, while at the same time protecting them from incidental damage. The wand sheath is useful not only for protection of the wands, but also because its hidden nature allows a character to discreetly bring his wands along with him into almost any situation.

Drawing a wand from a wand sheath is a move equivalent action, unless the character happens to have the Quick Draw feat, which will enable him to pull a wand from the wand sheath as a free action.

Wand Sheath: 25 gp; 1 lb.

Waterproof Box

Madrion's work on a waterproof box began many years ago, beginning with minor modifications to a chest and ending with the current version,

which is guaranteed to prevent water from leaking inside, assuming proper care is taken.

The waterproof box is constructed along similar lines as the fireproof box, but without several of the layers, and without alchemical ingredients. Inside a padded leather skin, a ceramic box rests in a cradle of wood. The ceramic, of course, is completely watertight – it is the seam left between box and lid that caused Madrion the most trouble. He conquered this problem by adding a strip of rubber to the ceramic, which effectively seals the box against water. A waterproof box can hold one cubic foot of material, though Madrion can make a larger one, if a customer asks for it.

Waterproof Box: 75 gp; 10 lb.

Wrist Sheath

This strange contraption of leather straps must be custom-made for the wearer, but is still one of Jahlia's best-selling items. It buckles around the forearm of the wearer, just above the wrist, where it can be concealed beneath the sleeves of almost any long-sleeved garment. The wrist sheath is limited in what it can hold and remain concealed, and is generally used to carry knives or small daggers. The wrist sheath's great advantage is that the weapon it holds can be released through an intentional flexing of muscles in the forearm, dropping the weapon directly into the hand of the sheath's wearer. Releasing a weapon in this manner is a free action, though it does require a Reflex saving throw (DC 10) to catch the weapon properly as it falls from the sheath. Returning a weapon to a wrist sheath and preparing it to be instantly released is a full-round action.

Wrist Sheath: 30 gp, 1 lb.

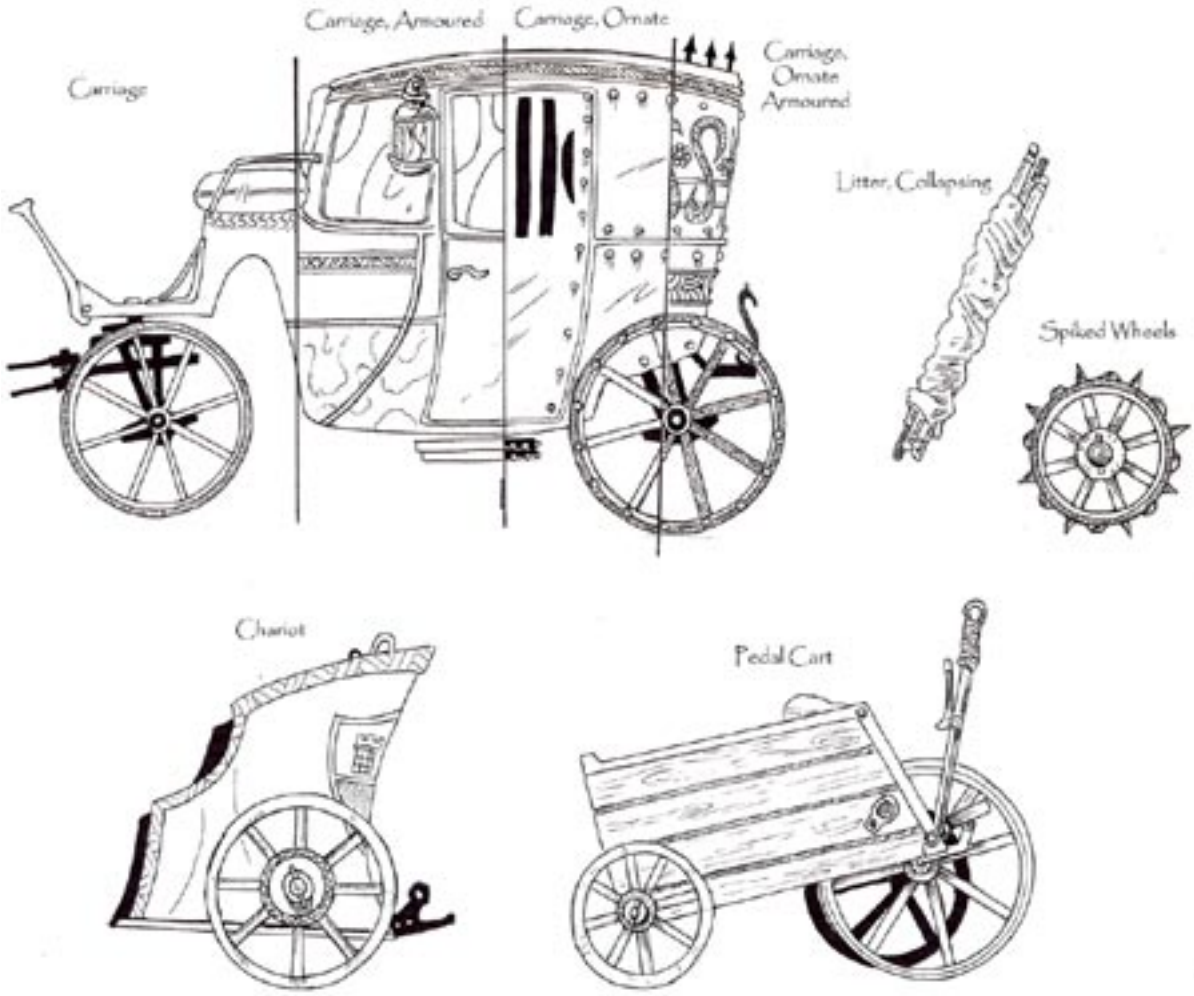
By Sail and Wain: Vehicle Workshop

As you approach the large shop, the piercing sound of a woman's voice cursing rises above the dull thump of hammers on wood and the low roar of the surf nearby. After a few shouted orders, her voice falls silent again, but the sounds of work emanating from behind the whitewashed front wall of By Sail and Wain are suddenly redoubled. As you pass through the front door, your eyes take in a sea of waggons, carts, wheels and a few dozen other things you don't immediately recognise. A young woman looks up from a waggon wheel she is repairing and smiles at you around a mouth half full of nails before spitting them out into her hand. Beyond her are two men, stripped to the waist, who have paused in their own work fitting an axle to look over at you. The young woman glances at them harshly. 'Back to it', she says, in a voice instantly recognisable as the one that was cursing a moment ago, but now in a much softer tone. 'Customers are no reason to quit working.' With that, she turns back to you and approaches. 'Now, how can we help you? We've every manner of waggon you can imagine, to take you through a battlefield, to the top of a mountain or into the sea itself. Of course, if you're planning a sea voyage, we can help you there too, though you'll have to speak to my sister Amara out back for that. How's that? Oh, my apologies, I knew the noise in here would addle my wits one day. My name is Idrila. Idrila Nacheres. By Sail and Wain is my shop. Well, half mine, anyway. Amara owns the other half. But to get back to my first question, how can we help you today?'

Situated on the edge of the Marketplace of Marvels, By Sail and Wain is among the largest buildings in the entire marketplace. The storefront of the shop is a converted warehouse, painted monthly with a fresh coat of whitewash. The area in front of the shop is uncluttered, with none of the broken wheels and rickety waggons one expects to see in front of such a place. Indeed, only the sign hanging above the door gives any indication of what this building is. Along one side of the building is a pair of enormous doors, through which waggons can easily pass. The building itself sits upon a wooden pier jutting out over the water, where By Sail and Wain shipyard lies, complete with massive cranes and drydocks.

By Sail and Wain was started by Mathias Nacheres as a simple side business. Mathias began his life on the road and the sea when he was barely more than a boy, travelling to distant lands in the dusty trail of a caravan or on the heaving deck of a great trading ship. Blessed with intelligence and luck, he turned his paltry pay into the seed of what would one day become an immense fortune, at one time owning fleets of trading ships and interest in more trading caravans than he could count. He married and settled down, fathering two daughters, Amara and Idrila.

Mathias had a life-long love of gambling, a love that only grew as the luck that had served him so well in his youth began to run out. When he died, he was all but a pauper, only maintaining ownership of By Sail and Wain, which he passed to his daughters along with a mountain of debt. Though many felt that two young women could not possibly run the business, they have succeeded beyond all expectation, and have paid off the crushing debt their father left them. The two women, both in their middle 20s, look almost like twins, though they are not. Nor do they get along remarkably well. Idrila is the more impulsive of the two, though also the more outgoing, and has taken the land-based areas of the business for her own. Amara is far more reserved, preferring to work on the water-based aspects of business. She also oversees all money matters for the two sisters.



Land Vehicles and Accessories

Carriage

This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers who sit in front of the cab. In general, horses (or two other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

A carriage is meant for personal transport, not to haul cargo. It can carry only a limited amount of cargo, stored on the roof or tied to the back of the cab. The capacity of the roof is approximately 200 pounds.

Carriage: 100 gp; 600 lb.

Carriage, Armoured

Created three years ago by Idrila, the armoured carriage quickly became one of the best-selling vehicles offered at By Sail and Wain. She created it particularly for a wealthy and paranoid customer who was convinced he was the target of a group of assassins. Though the man maintained a small army of armed guards, he was still terribly afraid to leave his home, certain that no number of men could protect him from a well-placed crossbow bolt. After commissioning the creation of the armoured carriage, however, he once again felt safe to venture from his home, and has widely and roundly praised By Sail and Wain for creating this vehicle to keep him safe.

The armoured carriage is built along the same lines as a normal carriage, featuring a nearly

identical silhouette. The only difference in outline is the addition of a raised steel shield around the driver's seat, granting cover to anyone sitting in it. Despite similarities in outline, however, the construction of an armoured carriage is significantly different from that of a normal carriage. The axle and wheels are composed entirely of metal, making for a sturdy, if bumpy, ride. Further, the outside of the carriage, above, below and on the sides, is covered with half-inch thick plates of steel riveted to the wood beneath, granting the vehicle a hardness of 15 and 35 hit points. The small windows of the carriage are equipped with steel shutters that can be dropped to cover the openings and locked in place. The doors to the carriage are also made of steel, a full inch thick, and outfitted with several locks and latches to hold them shut. The cover the amoured carriage grant to those within, even with the window shutters open, is nearly total, providing them with double the normal bonuses for cover (in other words, they receive an armour class bonus of +8 and a Reflex save bonus of +4). Those within can still fire ranged weapons through the open windows.

An armoured carriage is heavy and cumbersome, requiring a team of four horses to pull it effectively.

Carriage, Armoured: 1,500 gp; 1,300 lb.

Carriage, Ornate

One of the most popular vehicles at By Sail and Wain, the ornate carriage is a favourite of nobles and the wealthy. A normal carriage is designed for speed and utility, giving little attention to appearance or amenities. The ornate carriage, while just as speedy as a normal carriage, spares no expense on comfort or grandeur. The wooden exterior of the ornate carriage is intricately carved, painted and lacquered, with gilt edges. The axel and wheels incorporate large springs, making a ride in an ornate carriage a smooth and pleasant experience. A gilt frame on the door provides room for an embossed family crest or personal sign. The interior of an ornate carriage is equally impressive, featuring richly upholstered seats filled with goosedown, rather than the rude benches of a normal carriage. For an additional 100 gold pieces, a fan powered by the rotation of the ornate carriage's wheels can be added, providing the occupants of the ornate carriage with a cool breeze. The fan can be disconnected when the breeze is not desired.

An ornate carriage is a symbol of opulence and privilege, and entitles the owner to certain advantages in that regard. Owning (or even riding in) an ornate carriage grants a character a +2 circumstance bonus to any Diplomacy skill checks made against a member of the noble or wealthy classes, as such people will recognise the character as one of their own. Owning (or even riding in) an ornate carriage will also grant a character a +2 circumstance bonus to any Intimidate skill checks made against a member of the commoner or labourer classes, as such people will recognise the character as one of their social betters.

Carriage, Ornate: 750 gp; 650 lb.

Carriage, Ornate Armoured

The ornate armoured carriage is the newest vehicle offered at By Sail and Wain, and if Idrila is correct, will become extremely popular. Combining the aspects of the armoured carriage and the ornate carriage, this vehicle is designed to appeal to the paranoid and the wealthy. The ornate armoured carriage is even heavier than the regular armoured carriage, as the steel plate has an additional layer of wood built on top of it, mimicking the opulent appearance of the ornate carriage. It offers all the defensive bonuses of the armoured carriage, combined with the skill check bonuses of the ornate carriage. For an additional 50 gp, the tongue of the ornate armoured carriage can be lengthened enough to accommodate a team of six horses.

Carriage, Ornate Armoured: 2,000 gp; 1,450 lb.

Chariot

A chariot is a single-axle, two-wheeled vehicle that is usually pulled by one or two horses, or other swift beasts of burden. It is intended for

combat, not transport. Chariots are often used by officers and commanders to move swiftly about the battlefield, allowing them to take a more direct hand in commanding troops during the heat and press of battle.

A chariot has room for a driver and a passenger, and is enclosed on three sides by a low wall that comes to slightly above the waist on an average-sized Medium-size creature. The back of the chariot is usually left open. The low walls of the chariot bestow some degree of cover to the driver and passenger, granting them a +4 bonus to armour class and a +2 bonus to Reflex saves.

Chariot: 40 gp; 250 lb.

Litter, Collapsing

The collapsing litter is a perennial favourite of adventurers, and is one of the very few things sold at By Sail and Wain which can be easily carried by a normal person. This has caused a bit of friction between Idrila and Amara, as the latter contends it is not really a vehicle at all, while Idrila mostly thinks Amara should stop bothering her about it and mind her own business at the maritime end of the store.

A collapsing litter consists of a dozen two-foot rods, an equal number of pins and a harness, all wrapped inside a canvas tarp for ease of carrying. The rods are fitted with socketed ends, allowing them to be speedily put together and secured to one another with a pin. The rods are assembled to construct two 12-foot long poles, which are slid into the sides of the canvas tarp and secured to a horse or other beast of burden with the included harness. The collapsing litter is meant to help adventurers convey injured comrades to safety, and can hold a creature of Medium-size or smaller. The weight limit for the tarp and assembled poles is 400 pounds.

Litter, Collapsing: 15 gp; 20 lb.

Pedal Cart

Though the pedal cart can be and usually is pulled by a beast of burden, it is designed to still be useful when there is no such beast available. The floor beneath the front seat is cut away, and there are two sets of rotating pedals beneath it, allowing the cart to be propelled in much the same manner as a potters' wheel. It requires two people with Strength ability scores of 12 or better to operate the pedal cart in this manner. The pedal cart is steered by the use of two levers that rotate the front wheels to the right or left. The base speed of a pedal cart being operated in this manner is 20. Two people can operate the cart at this speed so long as the cargo in the cart bed does not exceed the combined light load of the two operators. If the cargo does not exceed the combined medium load of the two operators, the cart can move with a speed of 10. If the cargo is heavier, the cart cannot be moved with its pedals.

Pedal Cart: 45 gp; 175 lb.

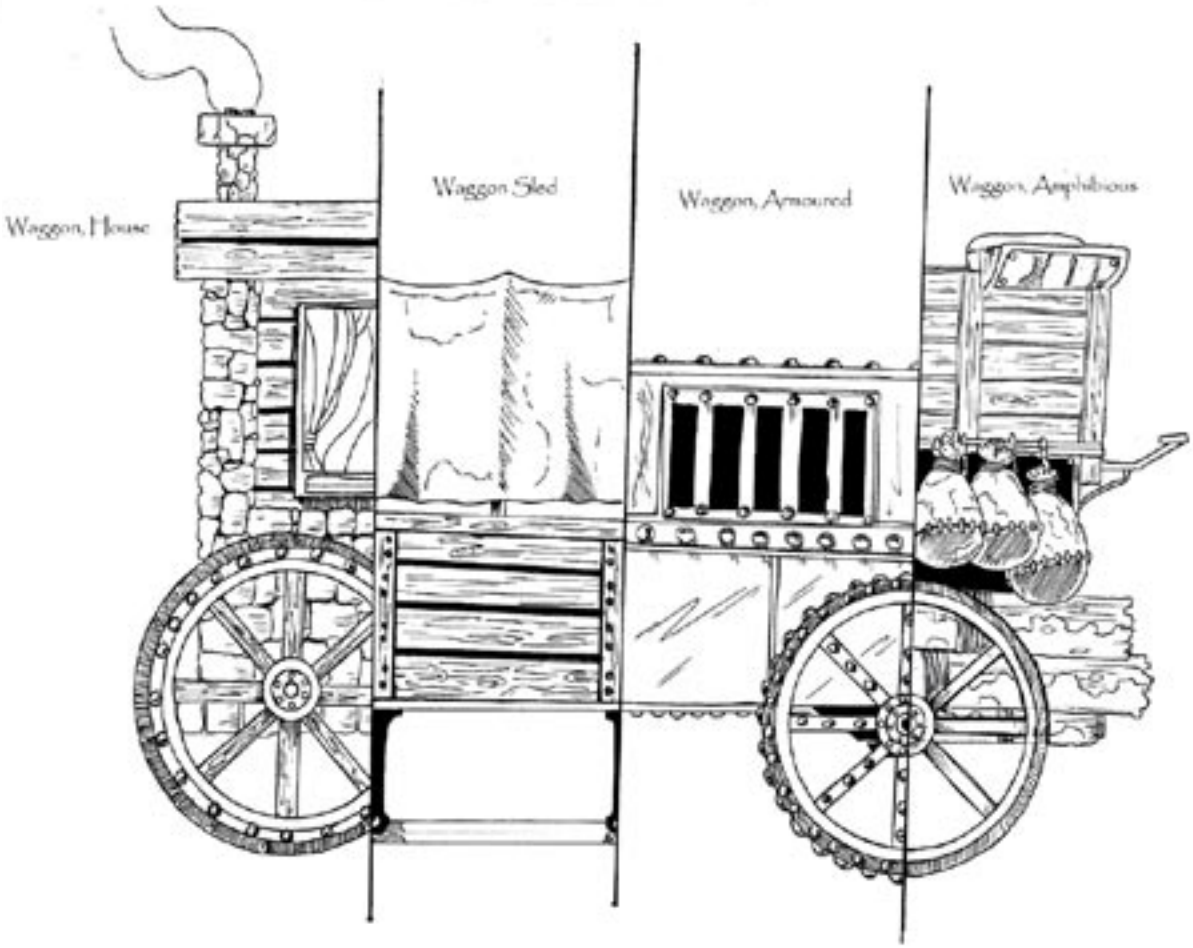
Spiked Wheels

Spiked wheels can be made for any kind of wheeled vehicle, from a carriage to a waggon. Rather than the normal band of metal around the rim of the wheel, a spiked wheel is studded with inch-long spikes every six inches around the entire circumference of the wheel. These spikes dramatically increase the traction of the wheel by gouging into whatever ground they pass over, allowing the vehicle to operate normally on ice or on a steep incline. However, this traction does slow travel slightly, reducing the speed of the vehicle by five feet per round.

Spiked Wheels (set of two): 25 gp; weight varies depending on vehicle

Waggon, Amphibious

The amphibious waggon is designed to move from land to water with ease. It is of sturdier construction than a normal waggon, its bed formed of tightly fitted planks that have been sealed with tar. The waggon operates normally on land, but when pulled into the water it will float like a barge. The tongue of the waggon can be removed, if it is venturing into water too deep for its draft animals to keep their footing, and a tiller can be fastened in its place. Without



horses, the waggon is usually propelled through the water either by the current or by the use of long poles, though some intrepid souls have outfitted the amphibious waggon with a waggon sail. The waggon is tricky to handle in the water, and can easily become swamped.

Waggon, Amphibious: 80 gp; 420 lb.

Waggon, Armoured

The armoured waggon is a clumsy, lumbering thing, rarely used except to transport extremely valuable or dangerous items or creatures. Usually smaller than a normal waggon, the armoured waggon is covered with sheets of steel riveted to the wooden frame. It is covered with a canopy of the same construction, providing about four feet of clearance between the floor of the waggon and the top of the canopy. It has a steel door in the rear, pierced with a small grate. The armoured waggon is enormously heavy, requiring four horses to pull it at two-thirds the speed a pair of horses could pull a normal waggon.

Waggon, Armoured: 400 gp; 750 lb.

Waggon, House

Extremely popular with nomadic peoples, the house waggon is, essentially, a house on wheels. Longer, wider and certainly taller than a normal uncovered waggon, the house waggon is mounted on a sturdy frame with wide, thick wheels. Its sides are made of wood, pierced on one side by a small door and often several little windows. The roof is composed of wood as

well, as thatch would not survive the constant rumbling and vibration of a moving waggon. A small chimney pokes through the roof at the back of the waggon. Though it is able to haul cargo as well as any waggon, the house waggon is more often used as a travelling shelter.

In desperate circumstances, the house waggon can also make an effective fort. The small windows of the house waggon can serve as makeshift arrow slits, granting the archers within nearly total cover, providing them with double the normal bonuses for cover (in other words, they receive an armour class bonus of +8 and a Reflex save bonus of +4). The thick wood of the house waggon grants it a hardness of five and 30 hit points.

Waggon, House: 250 gp; 1,000 lb.

Waggon Sail

This is a modification that can be added to any existing waggon. A large socket is placed in the bed of the waggon above the front axle, designed to hold a stout mast about 15 feet high. The mast comes in two pieces which fit together inside a metal sleeve, and the entire thing is secured in place in the waggon bed with a heavy metal pin. A large sail is deployed from the mast, allowing the waggon to take advantage of prevailing winds for propulsion. The speed at which the waggon moves is dependent upon the speed of the wind, of course, but it will average about 15 miles per hour. With very strong winds, the waggon can reach speeds of 40 to 45 miles per hour. Winds of gale force or greater will destroy the waggon sail. This simple and speedy means of transportation is only useful on flat, open land, or, in the case of an amphibious waggon, on water. When the mast is not in use, it is usually stored in a set of brackets beneath the bed of the waggon.

Waggon Sail: 40 gp

Waggon Sled

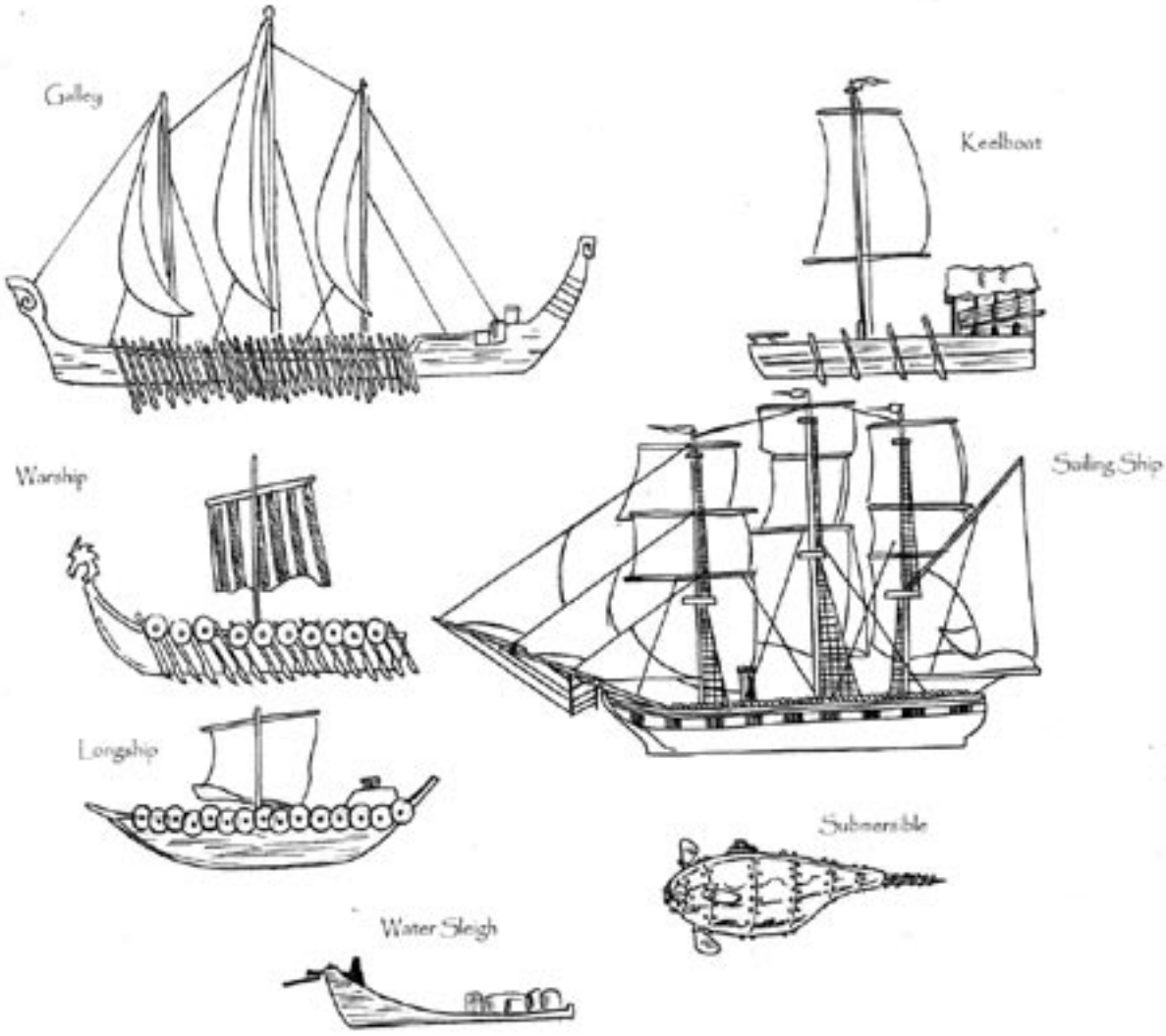
A waggon sled is a modified waggon, designed to work as well on snow as it does on earth. It has a fixed axle, around which the heavily greased wheels of the waggon rotate, secured in place on the axle by two clamps. The wheels are designed to be removed with a minimum of effort. Just behind the wheel mounts on the axles are four heavy spars extending toward the ground, leaving one foot of clearance between the end of the spar and the ground below. The tips of the spars are designed to hold a set of runners, much like those found on a sled or a sleigh. When the driver of the waggon encounters heavy snow, he can stop, attach the runners, remove the wheels and continue on across the snow in a vehicle more suited to such an environment than a normal waggon. Attaching the runners and removing and storing the wheels takes about ten minutes. Attaching the wheels and removing the runners takes about 15 minutes, as the waggon must be levered up high enough to put the wheels back on. A converted waggon sled can travel across snow and ice at the same speed it travels across uncovered ground as a waggon. When not in use, the runners or wheels can be stowed beneath the bed of the waggon, where they are secured with heavy strips of leather. The waggon sled comes with both wheels and runners.

Waggon Sled: 90 gp; 450 lb.

Wheel Scythe

A wheel scythe is a specially constructed wheel with a wide middle hub. Mounted on either side of the hub are long blades, protruding out from the hub perpendicular to the wheel. The blades are twisted in a gentle curve, built to maximise the effective cutting area. Though useless as a defensive measure, the blades of a wheel scythe make a devastatingly effective weapon.

A cart, chariot or waggon equipped with a wheel scythe can be used to make a Ride-By attack against a foe, with a –4 penalty for the unwieldiness of the attack. The driver speeds his vehicle past an enemy, sweeping close enough that the spinning, whirring blades strike the foe with the full force of the vehicle's forward momentum. Anyone struck by a wheel scythe as it speeds past is subject to 2d6 points of damage from the deadly blades, plus 1d3 points of damage for every ten feet of the



vehicle's movement speed beyond ten. For example, a chariot travelling at a speed of 30 would deal 2d6+2d3 points of damage with a successful wheel scythe attack. Any creature that is size Large or smaller who is struck by a wheel scythe attack must succeed in a Reflex save (DC 15) or be thrown to the ground by the force of the blow. Creatures bigger than Large are immune to this. In the case of a waggon or other two-axle vehicle which has wheel scythes mounted on both axles, the driver may make a second attack roll for the second axle as it passes the target, though this roll suffers a –8 penalty. Creatures rendered prone by the first attack are immune to the second attack, as the blades pass harmlessly over them. A wheel scythe has a critical threat range of 20 and deals x3 damage on a successful critical attack.

Wheel scythes can be made with permanently mounted blades, or, for an additional cost, can be made with removable blades. Attaching or detaching removable blades takes two minutes with the proper tools. A removed wheel scythe blade cannot be used as a melee weapon, as it lacks any kind of hilt or grip.

Wheel Scythe (Permanent Blades): 75 gp/wheel
Wheel Scythe (Removable Blades): 150 gp/wheel

Water Vehicles

Collapsing Boat

The collapsing boat consists of a sheet of thick, sealed leather and a wooden frame which can be broken down into a bundle of short rods, each about two feet long and as thick as a thumb. Wrapped up in the leather than forms the hull of the boat, the entire assemblage can be made small enough to fit inside a large backpack. When assembled, the collapsing boat resembles nothing so much as a large bowl, a skin of leather stretched over a framework of bent wooden sticks. The collapsing boat can hold two Medium-sized passengers or up to 350 pounds of cargo. The boat is fragile, and is designed for use in bodies of water with little or no current.

Collapsing Boat: 75 gp; 30 lb.

Galley

This three-masted ship has 70 oars on either side and requires a total crew of 200. A galley is approximately 130 feet long and 20 feet wide, and it can carry 150 tonnes of cargo or 250 soldiers. For 8,000 gold pieces more, it can be outfitted with a ram and castles with firing platforms fore, aft and amidships. This ship cannot make deep sea voyages and must stick to the coasts. It moves about four miles per hour when being rowed or under sail.

Galley: 30,000 gp

Kayak

A kayak is similar in design to a canoe. It was created in arctic climes, but will serve just as well in any climate. A kayak's body is shorter and slimmer than a canoe, with a lower profile on the water. It is formed of sheets of laminated wood sealed together, and, unlike a canoe, it is almost completely enclosed. Designed for use by one person only, the kayak has a single hole in the top of the craft, where the pilot of the craft sits. In front of the hole, within the body of the kayak, is enough space for the user's legs; the rim of the hole he is sitting in is just above his waist. The hole has a thick 'skirt' of oiled leather, that fits tightly against the body of the person sitting in the kayak. The oiled leather forms a nearly watertight seal around the person. In the space behind the hole is the kayak's small cargo area. Additional cargo can be stored in the nose of the kayak, in whatever space the user's legs do not occupy. The oil leather skirt of the kayak keeps water from splashing into the cargo area of the kayak. A kayak can turn over completely, even be fully submerged, and the cargo stored inside it will remain dry.

Though small and nimble, a kayak is an extremely sturdy vehicle, made up as it is of sheets of laminated wood over a hardwood frame. The agility of the kayak gives the character piloting it a +3 circumstance bonus to his efforts. The kayak has a hardness of 5 and 20 hit points.

Kayak: 90 gp; 50 lb.

Keelboat

This 50- to 75-foot long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to 15 and can carry 40 to 50 tonnes of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about one mile per hour.

Keelboat: 3,000 gp

Longship

This 75-foot long ship with 40 oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tonnes of cargo or 120 soldiers. A longship can make sea voyages. It moves about three miles per hour when being rowed or under sail.

Longship: 10,000 gp

Rowboat

This 8- to 12-foot-long boat holds two to three Medium passengers, and it propelled by a pair of oars, which can be wielded by a single

individual or by two sitting side by side, facing the rowboat's stern. It moves at about one and a half miles per hour.

Rowboat: 50 gp; 100 lb.

Sailing Ship

This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tonnes of cargo. It has square sails on two masts and can make sea voyages. It moves about two miles per hour.

Sailing Ship: 10,000 gp

Submersible

Amara will dutifully inform anyone purchasing this vehicle that it is still very much in the experimental stage, and that it may very well prove dangerous to operate.

The submersible is constructed entirely of metal, a thin skin of steel plate riveted to a steel skeleton. It is shaped like a tube, and can only be accessed by a hatch on top. The forward momentum of a submersible is required by two people inside it operating a set of pedals, which in turn power the screw on the back of the vehicle. It is steered by a third person, who must manipulate a set of levers to cause the craft to dive, surface or turn to port or starboard. There is a small window of thick glass in the front of the craft, allowing the pilot to see outside. A cage mounted beneath the bow of the vehicle is designed to hold an everburning torch, starstone or sunrod. Obviously, given its requirements for steering and propulsion, three people are needed to operate the submersible, though it can accommodate as many as five Medium-sized individuals.

The submersible can descend as much as 225 feet before the pressure of the water above threatens to destroy it. When descending, it can travel as fast as a speed of 30. Its speed when ascending is limited to 10, and it can travel horizontally through the water at a speed of 20. The submersible holds enough air to sustain its three-man crew for two hours before surfacing becomes imperative.

Submersible: 4,500 gp; 1,250 lb.

Warship

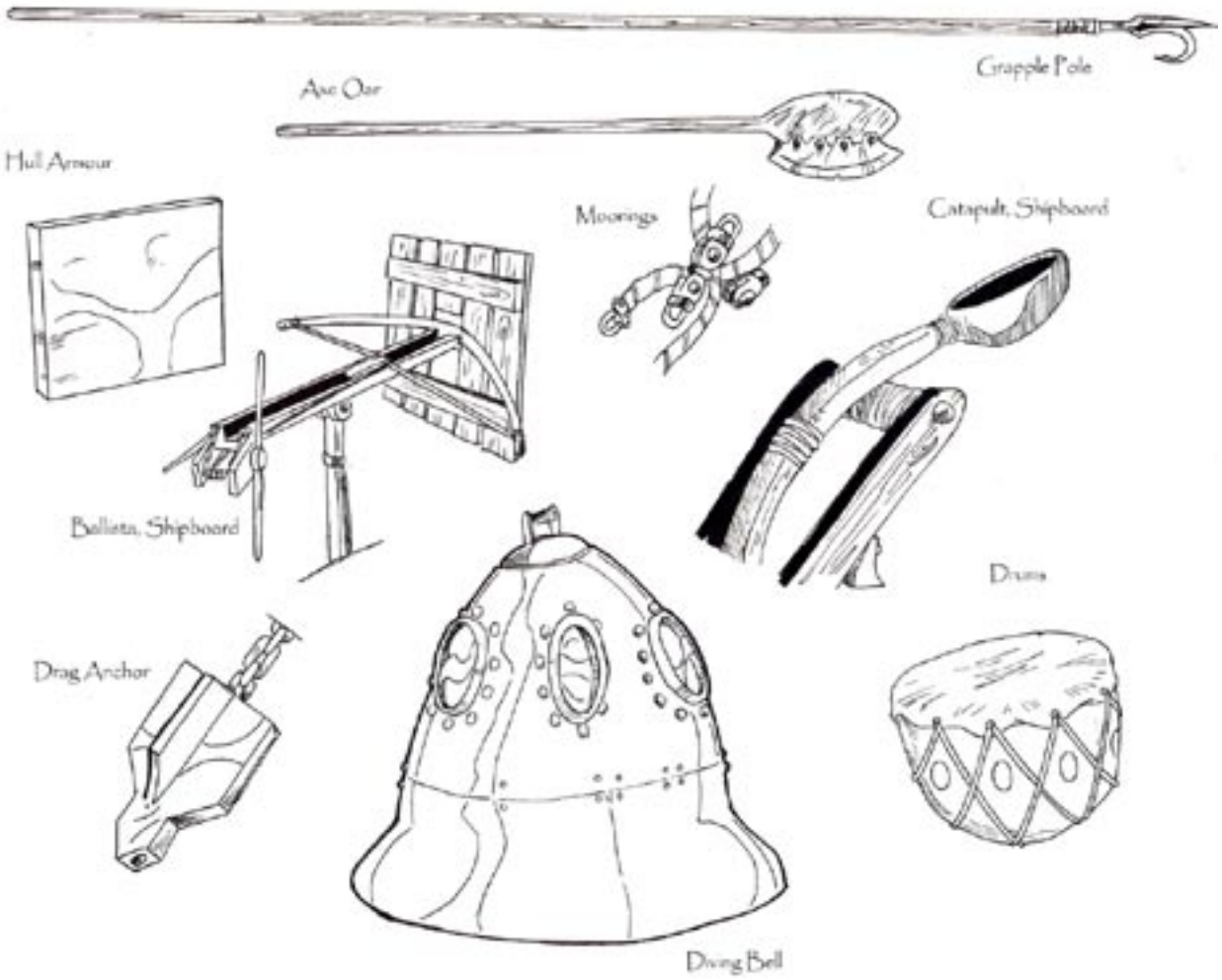
This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there is not room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

Warship: 25,000 gp

Water Sleigh

Looking like an odd cross between a boat and a sled, the water sleigh is constructed of a thick body of oilskin stretched over a sturdy wooden frame. The front of the water sleigh is designed like the blunt prow of a ship, rising higher than any of the other sides. A wooden bench seat is mounted in the front, just behind the prow. The cargo area of the water sleigh, about two-thirds as large as that of a standard waggon, occupies the rest of the sleigh. The water sleigh is designed to be pulled through the water by one or more aquatic beasts, harnessed to traces in the front of the water sleigh just as horses would be harnessed to a normal sleigh. The speed of the water sleigh is dictated by the speed of the animals pulling it, though any speed faster than 60 threatens to capsize the water sleigh, spilling its contents and occupants into the water. Amara Nacheres has considered selling animals trained to pull the sleigh, but has not yet begun to do so. In the meantime, she delights in telling potential customers about the wizard who purchased one of these sleighs, and has it pulled about by a water elemental.

Water Sleigh: 50 gp; 300 lb.



Water Vehicle Accessories

Axe Oar

From seas to streams to swamps, the waterways of the world can be hazardous, not merely for the dangers of tall seas, rushing rapids or sucking bogs, but also because of the creatures that make their homes in these places. Most men who have spent any appreciable amount of time in a boat or ship can recount at least one tale of a sudden and ferocious attack by hungry beasts or cruel, inhuman creatures from the depths, an attack that came so swiftly they had no time to draw weapons and were forced to do battle with oars and paddles. Amara Nacheres heard enough of these stories that she was moved to design the axe oar. Essentially, the axe oar is a standard oar or paddle, which has been modified with the addition of a sharp metal edge riveted to one side of the oar's blade. Though still clumsy and unwieldy, the axe oar allows seamen a better chance of survival when pitted against a sudden attack. The axe oar has become a booming source of business for By Sail and Wain, as military ships relying on banks of oarsmen have begun using Amara's invention and tales of axe oars being used to throw back a determined sahaugin boarding attempt, without a single casualty among the humans aboard the ship, have only increased sales. An axe oar is sold coated with a thick, tarry covering, which helps prevent rust. Still, after three months of use (two months in salt water), the axe oar must be replaced before rust renders it completely useless.

Axe Oar: Large Exotic Weapon; Price Varies (see below); Dmg (S) 1d6, Dmg (M) 1d8; Critical x3; Weight Varies (see below); Slashing

Axe Paddle (canoe, kayak, rowboat): 5 gp; 8 lb.
Axe Oar (longship): 10 gp; 15 lb.
Axe Oar (galley, warship): 15 gp; 18 lb.

Ballista, Shipboard

A shipboard ballista is essentially a Huge heavy crossbow that is fixed in place. Its size makes it hard for most creatures to aim it; thus, a Medium creature takes a –4 penalty on attack rolls and a Small creature takes a –6 penalty. It takes a creature smaller than Large two full-round actions to reload the ballista after firing. A shipboard ballista has a swiveling mount, and is usually placed near the bow of the ship. The cost of the ballista includes the mount.

Ballista, Shipboard: Siege Weapon; 600 gp; Dmg 3d8; Critical 19–20; Range 120 ft.; Typical Crew 1

Catapult, Shipboard

A catapult is an enormous engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit squares out of its line of sight. To fire a catapult, the crew chief makes a special check against DC 15 using only his base attack bonus, Intelligence modifier, range increment penalty and other appropriate modifiers (*see DMG*). If the check succeeds, the catapult payload hits the square the catapult was aiming at, dealing 4d6 damage (with a stone) to any object or character in that square. Characters who succeed on a DC 15 Reflex save take half damage. Unlike a land-based catapult, a shipboard catapult will not continue to hit the same square with subsequent firings, unless by some strange circumstance the ship on which the catapult is mounted remains absolutely still.

If the catapult stone misses, roll 1d8 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 8 counting clockwise around the target square. Then, count three squares away from the target square for every range increment of the attack to determine where the catapult's payload actually lands.

Loading a catapult requires a series of full-round actions. It takes a DC 10 Strength check to winch the throwing arm of the catapult down; most catapults have wheels to allow up to two crew members to use the aid another action, assisting the main winch operator. A DC 15 Profession (siege engineer) skill check latches the arm into place, and then another DC 15 Profession (siege engineer) skill check loads the catapult ammunition. It takes two full round actions to reaim a shipboard catapult (multiple crew members can perform these full-round actions in the same round, so it would take a crew of two only one round to reaim the catapult). By definition, all shipboard catapults are light catapults. They are mounted to the deck, but can swivel to redirect their aim. Shipboard catapults are usually mounted in the bow and/or the stern of the ship. The cost of a shipboard catapult includes the mount.

Catapult, Shipboard: Siege Weapon; 650 gp; Dmg 4d6; Range 150 ft. (100 ft. minimum); Typical Crew 2

Diving Bell

Nine of every ten sailor tales deal, in some way, with the great treasures that lie lost but not forgotten at the bottom of the sea. Amara has spent her entire life listening to these tales, first from her father and his friends, then from the customers who come to By Sail and Wain. Though her practical side always told her not to believe them, especially since it seemed every sailor had a different story and fully half of them claimed to know exactly where this lost treasure lay, she nevertheless found these stories always fired her imagination. When she was a little girl, she asked her father why magic couldn't be used to retrieve all these treasures, if the sailors knew where they were. He told her that though magic could let men breathe water, it was impossible for a man to survive

the crushing weight of the water at the depths where most of these lost treasures lay.

Amara never forgot that lesson, and as she grew older, she began to work on designing a means by which people might be able to descend unharmed into the crushing depths. The submersible was one such experiment, but Amara found she could not make it strong enough to descend to a great depth without making it too heavy to ever surface again, and nearly lost her own life several times testing the limits of submersible construction. After deciding there was no way to construct a craft able to go as deep as she would like and still be able to return to the surface independently, she realised she needed to pursue this goal from another direction. She noticed that, depending on how it entered the water, the drag anchor (see below) could trap air within it, and was inspired to create an entirely new craft with a construction similar to that of a drag anchor. The diving bell was the eventual result.

The diving bell is, unsurprisingly, shaped like an enormous bell. The bottom is not completely open, but rather has a narrow walkway around a large opening. The sides of the diving bell are made of steel, four inches thick, and pierced with four small round windows of equally thick glass. The diving bell is lowered into the water with a winch, its immense weight causing it to sink despite the reservoir of air trapped inside it. The diving bell can accommodate two Medium-size occupants for as long as an hour, though this time might decrease as the diving bell descends further into the crushing depths of the ocean. A diving bell can go as much as 600 feet down into the sea before the weight of the water threatens to crush even the thick metal sides of the device. So long as the occupants remain inside the diving bell, however, they are safe from the crushing weight above them. Diving bells come with a number of long-handled scoops and clamps, allowing the people inside it to reach into the water and collect objects from the ocean floor.

Diving Bell: 2,000 gp

Drag Anchor

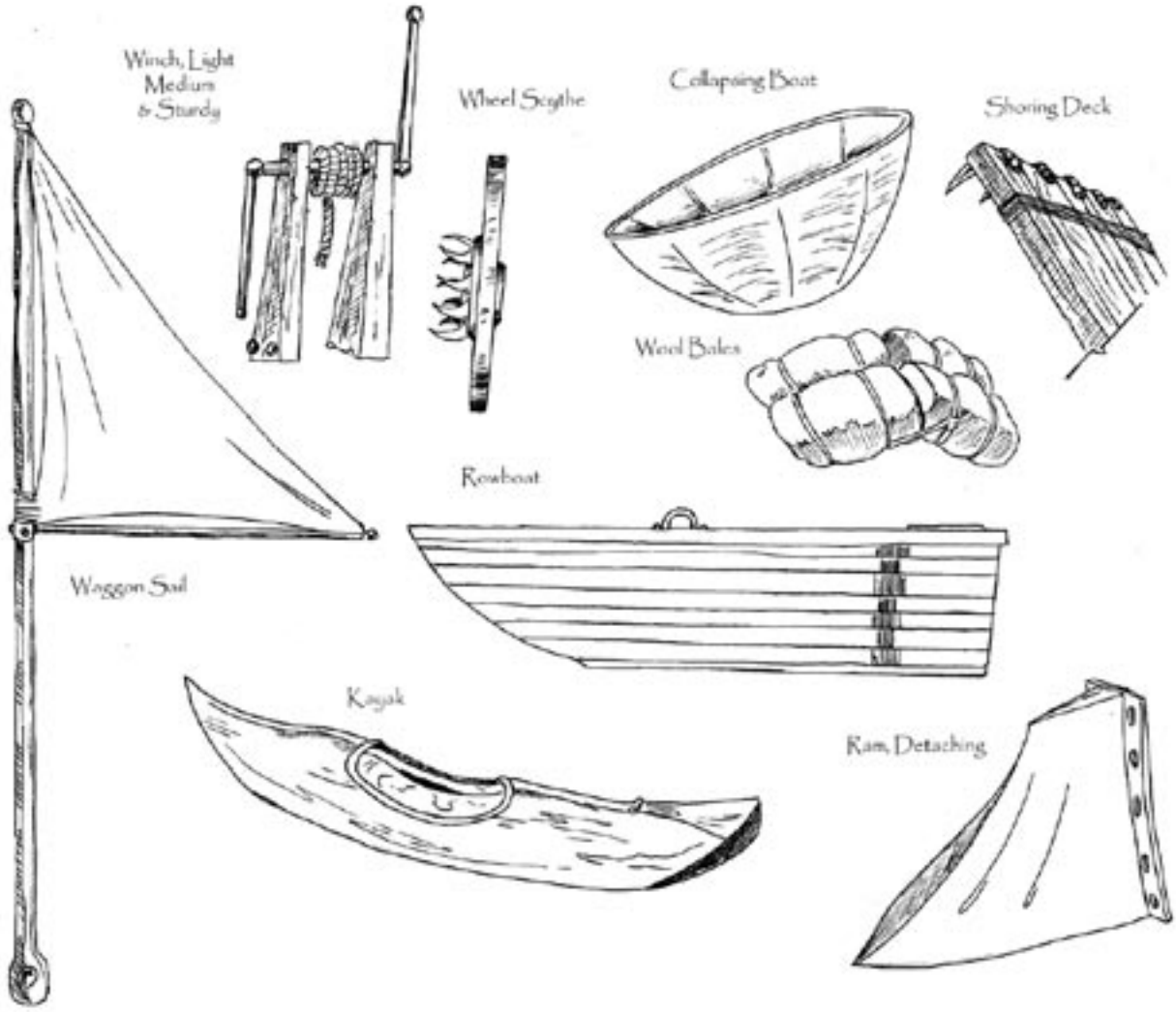
To quickly slow a ship travelling at high speed in deep water, the drag anchor is vastly superior to a normal anchor. It is a large metal cone, four to five feet long with an opening about three feet across. On either side of the opening is a pivoting loop, through which chain or thick rope is run to connect the drag anchor to its ship. The drag anchor is thrown overboard, where it acts as a 'water parachute' to quickly slow the ship. Once the ship has been brought to a stop, the drag anchor is winched back to the ship. The point of the cone has a thick metal eye on it, designed to accept a hook. When the drag anchor's eye has been hooked, it can be raised up out of the water point-first with a windlass, dumping its contents as it leaves the water. A ship with a drag anchor can come to a stop in half the regular time.

Drag Anchor: 110 gp; 450 lb.

Drums

Ships that rely on large numbers of oars for propulsion need some kind of system to keep all the oars moving in concert with one another. Years and years of tradition have proven that drums are the best way to manage this, making the drum a vital part of any such ship. By varying the tempo of the beat, the drummer can have the rowers maintain a normal pace, achieve ramming speed or keep to any speed in between. When properly used, these drums can increase the top speed of the ship by one mile per hour. Sounding the drum requires a Perform skill check (DC 15). A sailor can recognise the sound of a rowing drum by making a Profession (sailor) check (DC 10). The drums at By Sail and Wain are enormous, easily capable of carrying its deep tone throughout the rowing deck of even the largest galley. They are constructed of huge sheets of leather stretched over a wooden shell, and are usually struck with a rod or baton.

Drums: 200 gp; 65 lb.



Grapple Pole

A grapple pole is a 20-foot long wooden staff with a curved metal hook and spike at one end. It is used for a number of purposes on board ship, from helping to pull a net full of fish aboard to serving as a lifeline to a crewman cast overboard. Its primary purpose, however, is to grapple an enemy ship and aid in boarding. By slipping the hook of a grapple pole over the gunwale of an enemy ship, a sailor can aid in bringing the two vessels close enough to allow boarding attempts.

In a pinch, a grapple pole can also serve as a makeshift pike, though it still counts as an exotic weapon.

Grapple Pole: Large Exotic Weapon; 15 gp; Dmg (S) 1d4, Dmg (M) 1d6; Critical x2; Range —; 8 lb.; Piercing

Hull Armour

Hideously expensive, hull armour is nonetheless a vital component for any ship intending to engage in ship to ship combat, or planning to travel through waters inhabited by hostile creatures.

Initially, hull armour was intended to cover only a few feet of a ship's hull, just above and just below the waterline, to protect it from the devastating attack of an enemy ship's ram. In time, however, hull armour began to creep upward, eventually extending to just a few inches below the gunwale of the ship

and offering it protection from the stones and bolts of siege engines like the ballista and the catapult. Hull armour reduces the damage done by an enemy ship's ram by five points, and subtracts one damage die from the damage done by any siege engine attack (for example, a ballista would deal only 2d8 damage against a ship equipped with hull armour). It is important for Games Masters to remember that hull armour only protects against attacks that impact the hull itself, not the deck or rigging of the ship. Amara's experiments with deck armour have all been failures.

If desired, it is possible for the shipwrights at By Sail and Wain to cover the entire hull of the ship, from keel to gunwale, with armour. This option, though it makes hull armour even more frighteningly expensive, is considered indispensable by captains who fear they will face other foes than enemy ships in their voyages. Extending hull armour across the entire hull can help stave off attacks by hostile undersea creatures like sahaugin, who otherwise enjoy hacking holes into the hulls of ships. To extend hull armour's coverage to encompass the entire hull, double the price of the armour.

Hull armour is composed of sheets of bronze or copper. Though softer and weaker than steel, these metals can survive long immersion in salt water, where steel cannot. Hull armour is sold in ten-foot wide sections. To determine the number of sections required to protect a ship, double the ship's length and divide by ten. For example, a 100-foot long warship would require 20 sections of hull armour to protect it. The price of hull armour does include installation.

Hull Armour (10-foot section): 1,500 gp

Moorings

Adding moorings to a ship is a nearly essential step in rigging it for its first journey. Though not in any way required for the ship to function, a captain who ever intends to sail his ship to a place without complete dock facilities will find them indispensable.

Moorings are a collection of ropes, small winches and blocks and tackle which allow a larger ship to carry one or more small boats (such as rowboats) and lower them from the gunwales of the ship into the water below. Conversely, the moorings can be used to winch the rowboat back aboard ship when its need is past. This simple use makes moorings indispensable to the ship captain who sails to small sea towns or deserted coves. By anchoring some distance from shore and sending men ashore in rowboats, the captain can effectively use any bit of shore in the world as a port.

Moorings are sold without the rowboats to use in them. The moorings for each boat are sold as separate units.

Moorings (per boat): 300 gp

Ram

Usually forged of bronze, a ram is an enormous curved beak attached to the prow of a ship, just below the waterline. It is used to stave in the hull of an enemy ship by striking it head-on at top speed.

An offensive weapon only, a ram must be used by the attacking vessel, with must strike the target vessel head-on, requiring the captain of the attacking vessel to make a Profession (sailor) skill check (DC 15) to succeed. A successful hit does damage based upon the mass of the ship using the ram in combat. For every ten feet of the attacking ship's length, the ram does 1d4 damage to the other ship's hull. Thus, a 100-foot long warship would deal 10d4 damage on any ship it struck with its ram while moving at top speed.

A ship must be at least 40 feet in length to support the awesome weight of a ram.

Ram: 4,000 gp

Ram, Detaching

A particular favourite of captains who do not wish to reveal their ship's martial capabilities, preferring to appear to be an innocent, even

vulnerable merchant ship, the detaching ram is a smaller version of the regular ram, which can be removed from the prow and reattached later.

The detaching ram functions like a normal ram in all ways, save that its smaller size results in slightly less damage to an enemy ship, dealing 1d3 points of damage per ten feet of the attaching ship's length, rather than 1d4 points of damage.

Though meant to be removed, the detaching ram is still monstrously heavy, requiring a winch to remove and replace. Removing and reattaching a ram is a laborious process, taking 20 minutes to remove the ram and 40 minutes to attach it again.

Ram, Detaching: 4,500 gp

Shoring Deck

According to Amara, this item is intended to be used to make going ashore quicker and easier for sailors, when the ship is in a place without adequate docking facilities. In practice, however adequate it may be for that purpose, the shoring deck is seldom used in that manner.

The shoring deck is composed of wooden planks over a hardwood frame, and is about 15 feet wide and 20 feet long. On one end it has a set of four hooked and barbed spikes, while on the other it merely has a pair of hooks. The shoring deck is most commonly used for boarding other ships. By sliding the deck over the gunwale, the barbed spikes can be driven into the hull or deck of an opposing ship, and held fast on the other end with the pair of hooks designed to slip onto the gunwale. Successfully hooking an enemy ship with the shoring deck requires a Profession (sailor) skill check (DC 15). There is enough room on the sides of the shoring deck that up to five other individuals can use the aid another action to help ensure the success of hooking the deck to the enemy ship. Once in place, the shoring deck serves as a wide, sturdy platform for sailors to cross from one ship to the other.

When not in use, the shoring deck is usually stored in a recessed area of the ship's main deck.

Shoring Deck: 150 gp; 600 lb.

Winch, Light

A light winch is the weakest of the winches sold at By Sail and Wain, intended mostly for use on fishing vessels and similar craft. Constructed of wood reinforced with metal, a light winch is able to raise a weight of about one tonne from the water. A light winch must be mounted to the deck of a ship in order to function, and is intended to be used by a team of two crewmen, who must collectively succeed on a Strength ability check (DC 10), to lift a tonne of weight using the winch. A ship must be at least 30 feet in length to remain stabilised when the light winch is lifting such a weight from the water.

Winch, Light: 50 gp

Winch, Medium

The most common winch to be found on board a ship, a medium winch is sufficient for almost any shipboard task that might require a winch. Constructed of both wood and metal, a medium winch is able to raise a weight of about two tonnes from the water. A Medium winch must be mounted to the deck of a ship in order to function, and is intended to be used by a team of three crewmen, who must collectively succeed on a Strength ability check (DC 15), to lift two tonnes of weight using the winch. A ship must be at least 50 feet in length to remain stabilised when the medium winch is lifting such a weight from the water.

Winch, Medium: 125 gp

Winch, Sturdy

A real monster of a machine, the sturdy winch is the heaviest winch available at By Sail and Wain, or at any other shipyard in the world, for that matter. Constructed almost entirely of steel, a sturdy winch is a huge machine capable of lifting as much as six tonnes from the water. A sturdy winch must be mounted

to the deck of a ship in order to function, and the deck and structure of the ship itself must be reinforced in order to accommodate the tremendous strain this winch can create. A sturdy winch is intended to be used by a team of five crewmen, who must collectively succeed on a Strength ability check (DC 15), to lift six tonnes of weight using the winch. A ship must be at least 70 feet in length to remain stabilised when the sturdy winch is lifting such a weight from the water. A diving bell requires the use of a sturdy winch. The price of the sturdy winch includes the cost of reinforcing the hull and deck of the ship.

Winch, Sturdy: 900 gp

Wool Bales

A cheap, unusual but sometimes effective means of armouring one's ship, By Sail and Wain often sells wool bales to poor ship captains who cannot afford the more effective (and less ridiculous-looking) hull armour. Still, despite the rather comical appearance, a ship armoured with wool bales can withstand more punishment from rams and catapults than one without. Amara began selling this strange armour after hearing a merchant ship crewman recount a tale of its use in a battle with a pair of pirate ships. The captain of the merchant ship, which was carrying a load of wool, had his men strap it to the sides of the ship, dampening the blows of the enemy ships' attacks and somehow keeping the merchant ship afloat.

The wool bales sold at By Sail and Wain are one foot thick and three feet wide, and come lashed together with thick cords of braided leather. They are kept on deck, just behind the ship's gunwale. When needed, they can be heaved over the side, unspooling to form a solid covering over the ship's side, from the gunwhale to just below the water line. A ship outfitted with wool bales enjoys a limited amount of armour against attacks which rely on kinetic force to do damage, such as rams and catapult stones. The damage of a ram is reduced by two points, and the damage of stone or bolt from a siege engine, such as a catapult or ballista, is reduced by one point per die of damage. Despite the efficacy of wool bales against kinetic impact damage, however, they are very susceptible to fire. They are usually kept damp with seawater to lessen this vulnerability, but still, any fire-based attack against a ship armoured with wool bales will do an additional one point of damage per damage die.

Wool bales must be replaced every two months, or they will become useless with rot.

Wool Bales (per bale): 1 gp; 25 lb.

The Siegemaster's Workshop: Siege Weapon Designs

This strange tent stands on four long poles, much taller than a man, overseeing and towering above all the neighbouring stalls. In all, it gives the impression of a watching post or wizard's tower. The tent itself is accessible via a creaky, dangerous-looking wooden staircase, which proves to be surprisingly firm and sturdy. The inside of the tent seems like a reading room, with bookcases lining the flapping walls and rolls of parchment on every table. The store's general appearance is halfway between a librarian's tidy collection and the jumbled study of a mad inventor. Wandering from one scroll to another, opening and closing them with the studious hurry of a library searcher, you see a grey-haired man with a dark tunic and a staggering assortment of belts, pockets and compartments all over his garment. After a few moments he looks up, holding a magnifying lens to his left eye, and bids you welcome in a thin, emotionless voice. 'My name is Assari De Benestrade,' he says. 'This is my workshop. Are you preparing for war?'

The Siegemaster's Workshop specialises in war machines and siege engines, albeit it does not actually sell them in his store. What the Siegemaster offers are the designs and blueprints for more than a hundred different models of siege weaponry, as well as battlement defences and other, assorted tools of war. Once he has been hired or one of his designs bought, the Siegemaster arranges to send a number of his agents and workers over to his customer's chosen location, to direct and assist the construction of the contracted siege engine, for which he charges a separate fee. This method allows for most siege machines to be custom-tailored to the client's needs. The prices given for the siegemaster's engines and tools of war include the sum of the aforementioned services.

The siegemaster sells and builds all kinds of siege weapons, including catapults and ballistae, as well as fortress modifications such as moats, drawbridges and arrow-slits. However, his shop is best known for the exclusive designs available there, product of an engineering genius bordering on magical talent. The siegemaster has invented dozens of innovative, unique designs for siege engines, all of which are listed below.

Defence Devices

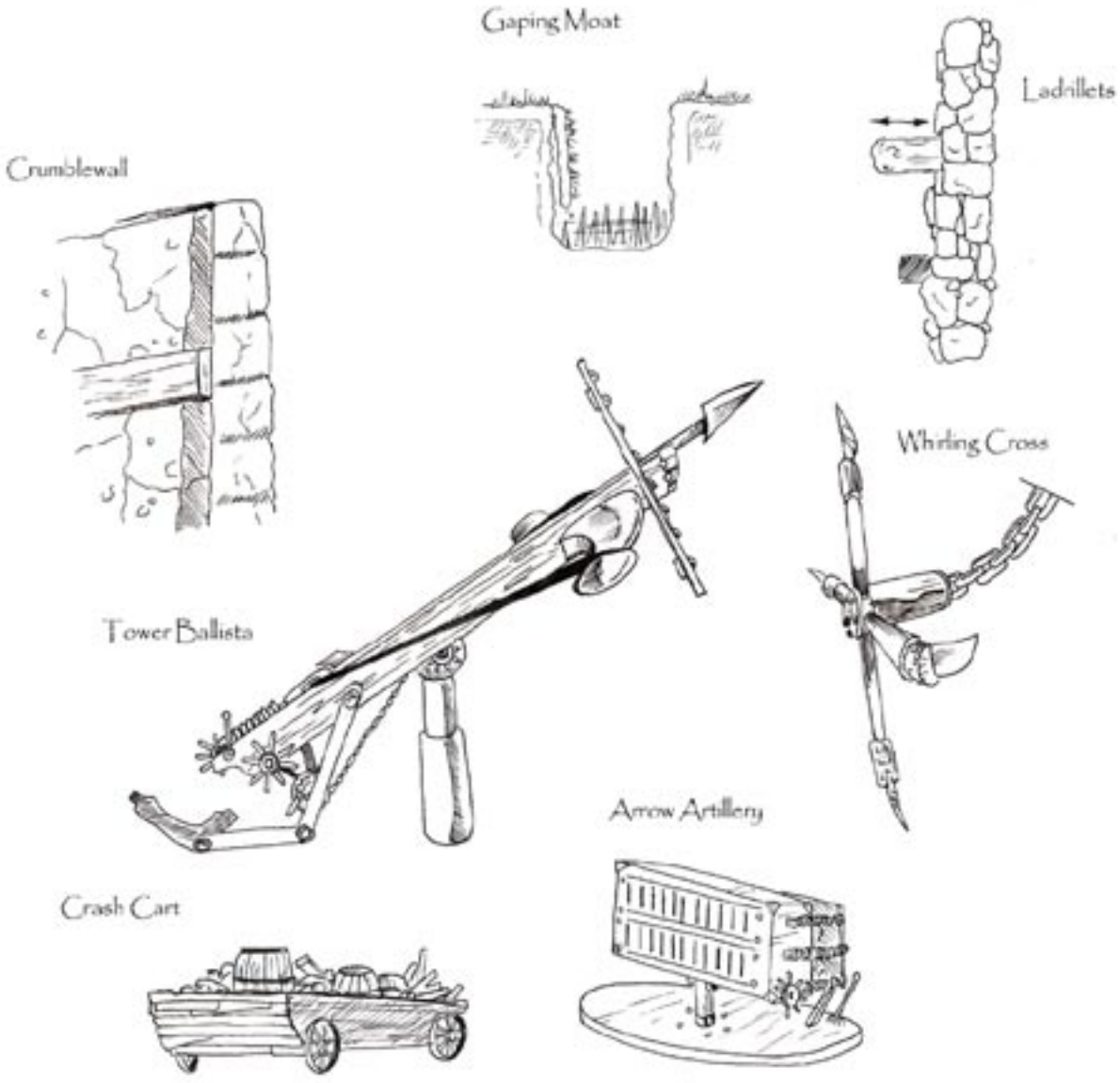
The following section lists all tools and engines the Siegemaster has designed for the defence and fortification of buildings. They range from increased protection measures to strange devices designed for equally strange defensive tactics.

Given their size and often stationary quality, defence devices have no weight rating listed.

Crumblewall

This relatively cheap, highly effective defence consists of an additional layer of wall over one of the fortress' sides. This 'extra' wall is not built as a normal wall, though, as it is intentionally weak and easy to crumble. A crumblewall has only barely enough mortar to remain erect, with no additional support; in addition, it has built-in sabotage planks, called busters, which can easily be pulled from the wall's inner side, causing the crumblewall to fall down at will. When enemies attempt to climb a crumblewall, or its built-in busters are used, the crumblewall collapses, crushing any creatures on its outer side.

Crumblewalls are bought by 20-foot square section; however, a crumblewall must always be exactly the same size as the wall it is built to cover. Walls shorter than 20 feet are not suitable for crumblewall addition. A 20-foot square



section of crumblewall has AC 1, six inches of thickness, hardness 4 and 180 hit points.

Each Medium creature climbing the outer side of a crumblewall adds a 1% chance per round the crumblewall will collapse. Small creatures add a 1% chance per round per two individuals, while Large creatures add a 5% chance per round each. A ladder adds only 15% to this chance, regardless of the size and number of creatures using it. Creatures that climb a crumblewall via a grappling rope add their full chance for the crumblewall to collapse. For example, 20 Medium creatures climb a crumblewall on grappling ropes and another 50 do it via a ladder, while a Large creature attempts to climb the wall on its own. The total chance the crumblewall will collapse is 40% each round (1% for each creature climbing through ropes plus 15% for the ladder plus 5% for the Large creature). Any damage dealt to a crumblewall by siege engines (such as catapults and ballistae) causes it to collapse automatically.

If a crumblewall fails to collapse by itself, a team of at least five characters can cause it to fall down in one minute (ten rounds) by pulling on its busters from the inner side of the wall. For every additional five characters dedicated to the task, halve the time required (rounding fractions up); therefore ten characters can collapse a crumblewall in five rounds, while 15 characters can do it in three rounds, 20 characters can do it in two and 25 or more characters can cause a crumblewall to fall down in a single round.

When a crumblewall collapses, all creatures within ten feet of its outer side suffer 6d6 points of bludgeoning damage, with a Reflex save (DC 20) allowed for half damage. Creatures between 10 and 20 feet suffer 3d6 points of bludgeoning damage, or no damage if they succeed on a Reflex save (DC 15). Creatures that were climbing a crumblewall suffer falling damage, according to the distance fallen, in addition to damage dealt by the crumblewall. Any creature that has suffered bludgeoning damage from a crumblewall's collapse is considered buried. A buried creature suffers 1d6 points of nonlethal damage per minute; upon falling unconscious, the creature must succeed at a Constitution check (DC 15) or begin suffocating, losing 1d6 points of lethal damage per round until dead or freed. A character can dig out his buried companions in a number of rounds equal to 4d6 minus its Strength modifier. Using the appropriate tools, such as shovels or pickaxes, halves the required time. In any event, digging a buried character out is always at least a full-round action that provokes attacks of opportunity.

A crumblewall can be identified from ten feet by succeeding on a Craft (stonemasonry) check (DC 20) or Knowledge (architecture & engineering) check (DC 20). Add one to the DC of the check for every five feet of distance beyond ten. Dwarves receive a +2 racial bonus on this check.

Crumblewall (20 ft. by 20 ft. section): 600 gp.

Gaping Moat

When enemies see a fortress equipped with a gaping moat, they usually think they are facing a dumb or simply defenceless enemy. This is because such a fortress appears as having no moat at all, which makes enemies much more confident about storming the place and climbing its walls. The gaping moat is there, however, ready to spring a nasty and deadly surprise on overconfident foes. A gaping moat is like most other moats – A square pit or trench, surrounding a fortress on all sides. However, each of a gaping moat's four sides is equipped with a line of swinging trapdoors covering the pit's entire area. The upper side of these trapdoors is always designed to look exactly as the surrounding terrain, so the trapdoors, and the moat hidden below, are all but undetectable when closed. The trapdoors are connected to a special mechanism leading to a single set of levers, usually located on the fortress' barbican or a similarly high place. By manipulating these levers, defenders are able to open or close the trapdoors at will, causing what appeared to be stable ground to become a deadly pit trap.

A gaping moat is usually 20 feet wide and 20 feet deep. Its trapdoors are 20-foot wooden squares, covered with earth, stone, grass or any other material required to make them look like the surrounding terrain. Trapdoors are hinged on one side (usually the side nearer the fortress) and connected to a central mechanism via ropes and chains. Each of the four sides of a gaping moat can be opened or closed separately. A single character can open or close one of a gaping moat's sides as a full-round action.

When a gaping moat's trapdoors are opened, they swing inwards abruptly, plunging any creatures currently standing upon them into the pit below. This usually causes 2d6 points of falling damage to the victims, though the pit's bottom can be equipped with spikes or filled with water to increase the effect.

A gaping moat is regarded as a trap for the purposes of detecting it, which requires a successful Search check (DC 20) and avoiding it, which requires a successful Reflex save (DC

25). Therefore, all of a gaping moat's traits are given in trap format, as detailed in Chapter Three of the *DMG*. To disable a gaping moat requires access to the lever mechanism, usually located inside the fortress. The price given is for a single 20-foot cube section of gaping moat, including the corresponding trapdoor; the customer must usually hire and install as many gaping moat sections as required to surround his entire fortress.

Gaping Moat: CR 2; mechanical, location trigger (plus the trap must be activated manually); manual reset; DC 25 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (as many as can fit in the entire moat area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 20; Disable Device DC 20 (requires access to lever mechanism). *Market Price:* 4,000 gp (per 20-ft. cube section).

Gaping Moat, Spiked: CR 4; mechanical, location trigger (plus the trap must be activated manually); manual reset; DC 25 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (as many as can fit in the entire moat area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 20; Disable Device DC 20 (requires access to lever mechanism). *Market Price:* 8,800 gp (per 20-ft. cube section).

Gaping Moat, Pool: CR 4; mechanical, location trigger (plus the trap must be activated manually); automatic reset; DC 25 Reflex save avoids; 20 ft. deep; multiple targets (as many as can fit in the entire moat area); onset delay (5 rounds); liquid (victims drown unless able to escape); Search DC 20; Disable Device DC 20 (requires access to lever mechanism). *Market Price:* 8,800 gp (per 20-ft. cube section).

Ladrillets

Ladrillets, also called punchbricks, are a hidden device added to masonry or brick walls. They seem like common bricks or stones in the structure of a wall; however, when a character tries to climb the wall, a hidden mechanism causes them to protrude with great force, punching off climbers. A single ladrillet appears as a common piece of stone or brick, attached to a springing metal cylinder. They are not sold by the unit, however; a customer usually has to pay for a team to apply ladrillets to one entire wall.

A typical ladrillet wall includes a total of punchbricks equal to 10% of the total wall, distributed evenly among its surface. This causes most climbers to be hit by a punchbrick at least once.

When a creature climbs the outer side of a wall equipped with punchbricks or ladrillets, he must succeed on a Reflex save (DC 15) for every Climb check she makes. If the save fails, the creature suffers 1d6 points of bludgeoning damage from the ladrillet and then must succeed at another Reflex save (DC 20) or fall down, taking the appropriate fall damage. If a character rolls a natural 1 while making this save, he is instead hit by two punchbricks, for twice the indicated damage.

The attributes of ladrillets are given in trap format, as found in Chapter Three of the *DMG*. These stats consider the whole wall the punchbricks are built on as a trap. The price given should be added to the total cost of the wall.

Ladrillets: CR 1; mechanical, touch trigger; automatic reset; DC 15 Reflex save avoids; springing brick (1d6 plus Reflex save (DC 20) or fall); multiple targets (as many as are currently climbing the wall); Search DC 20; Disable Device DC 20 (disables a single ladrillet). *Market Price:* 900 (per 20 ft. by 20 ft. wall).

Tower Ballista

A bit smaller than its more common relative, a tower ballista is so called for being specially designed to attack from a fortress tower. A tower ballista looks like a Large (about ten feet wide) crossbow with a man-sized seat where the handle should be. This seat allows a character to actually 'sit' on the ballista and fire it from the seat. In addition to the ballista triggers, the seat is equipped with a lever allowing the

ballista to be rotated upward or downward up to a 90-degree angle, so as to aim at airborne creatures. The whole contraption is fixed atop a wooden platform, which is in turn mounted on a swivelling mechanism of cogs and levers. By manipulating a set of levers beside the seat, the character on the seat can rotate the platform and the ballista, allowing him to aim in different directions fairly quickly. The whole contraption takes quite a bit of space atop a tower, allowing little room for anything but the ballista and its 'rider'. Therefore, many landlords have opted to replace their towers' entire rooftops with rotating tower ballistae. Given their practical size and rotating qualities, tower ballistae are a useful and effective defence against aerial assault.

A tower ballista counts as a ranged weapon for the purposes of attack rolls, damage, critical threat chance and range increments. Despite being oversized for most creatures, a tower ballista does not impose a size penalty on the wielder, as the weapon's seat configuration offsets wielding difficulties. A tower ballista can seat a Small, Medium or Large creature without any trouble; a Huge creature may wield it in its hands as a common heavy crossbow. Thanks to its rotating system, a ballista is specially designed for fast, accurate aiming. By spending a move action, a tower ballista can be rotated up to 90 degrees vertically or 180 degrees horizontally, in any direction. Firing a tower ballista always counts as a standard action.

A tower ballista is usually fitted with piercing bolts, designed specifically for the weapon's size and anti-airborne purposes. However, it can also be adapted to fire various types of bombs (see page 73); treat them as normal ballista missiles except they deal the specified bomb damage instead of ballista bolt damage.

Tower Ballista: Two-Handed Exotic Weapon; 800 gp; Dmg 2d8; Critical 19–20/x2; Range 120 ft.; 600 lb.; Bludgeoning

Whirling Cross

A whirling cross is a deadly defensive tool, designed to wreak havoc among intruders to a fortress. It consists of a five-foot long wooden cylinder with a length of chain on one end and a spinning cog mechanism on the other. From this mechanism protrude four short logs, arranged in a cross perpendicular to the larger cylinder. Each of these logs ends in a sharp blade; when the whirling cross is activated, the mechanism spins wildly, causing the bladed logs to whirl and slice any creature unfortunate enough to stand near them.

Whirling crosses can be attached to a tunnel's ceiling or allowed to overhang from a wall. When enemies pass below the hanging place of a whirling cross, the chain holding it into place can be released via a simple lever mechanism. Usually, the chain allows the whirling cross to fall just short of reaching the ground, so its sweeping, rotating cross blades are left at about the same height as a Medium creature's head. It is not uncommon to locate various whirling crosses at regular intervals along a keep's outer walls or its access tunnels.

Any creature within five feet of a falling whirling cross must succeed on a Reflex save (DC 15) every round or suffer 2d6 points of slashing damage and fall prone. To stop the cross from whirling requires a successful disable Device check (DC 20) or destroying the cross. A single whirling cross has hardness 5 and 80 hit points.

Given the whirling cross' specific qualities, its statistics are given in trap format, as featured in the trap section in Chapter Three of the *DMG*. The price given is for a single whirling cross.

Whirling Cross: CR 3; mechanical, location trigger; manual reset; DC 15 Reflex save avoids; damage each round until reset or disabled (2d6, slashing blades); multiple targets (any creature within 5 ft.); Search DC 15; Disable Device DC 20. *Market Price:* 1,500 gp

Siege Engines

The designs in this section include siege weapons and other machines designed to penetrate or damage enemy forces. They include variations on well-known devices such as battering ram or catapults, as well as completely new weapon designs.

All of these siege engines have their stats listed as per the siege engine stat template featured in Chapter Three of the *DMG*.

Arrow Artillery

An arrow artillery device is designed to fire dozens of arrows simultaneously against the enemy; a single arrow artillery can replace up to 20 longbowmen in an army. The device appears as a five-foot square wooden plank with several rows of arrow slits, mounted on a perpendicular wheeled platform. Between the plank and the platform there is an arrangement of flight arrows and bowstrings, plus a coiling mechanism allowing the entire platform to be pulled back. By pulling a lever on one side of the device, the wooden platform sharply pulls back and forward, causing all the arrows below it (usually 20 arrows) to be fired in a single volley. The device must be reloaded after each volley, which requires soldiers operating it to carry at least three or four spare arrow quivers.

Arrow artillery devices are designed for infantry units, as opposed to archery; the wheeled platform allows two soldiers to push the device into melee range, while the wooden plank offers arrow cover. It usually requires a crew of two soldiers to man an arrow artillery device; one to push the device and another to work the firing lever. Arrow artillery can be adjusted for longer or shorter range shots, giving it the effective range increments of a composite longbow.

Arrow artillery uses the ranged attack bonus of the character firing it, albeit at a –4 penalty. This penalty is accumulative with any penalties incurred from range. Firing arrow artillery is a standard action that provokes an attack of opportunity. An arrow artillery device can be pushed along the ground at a base movement speed of 15. To be fired, an arrow artillery must be stationary; it cannot fire and move at the same time. Reloading an arrow artillery after a single volley requires 2d4 rounds.

When fired, an arrow artillery device releases a volley of 20 arrows into enemy ranks. A single volley affects a maximum of 3d4 targets within a ten-foot square area. Determine how many arrows strike each target by dividing the total of 20 arrows equally among the affected targets, rounding fractions down. No matter how the total arrows are divided, a single Medium creature cannot receive more than four arrows per round from an artillery volley. Small creatures can receive up to two arrows, while Tiny and smaller creatures can receive no more than one arrow. Large creatures can be hit by eight arrows, while Huge and larger creatures can be hit by up to 16 arrows from a volley in a single round

Once the number of arrows affecting each target has been determined, the arrow artillery must make a separate ranged attack roll against each of them, at the attack bonus indicated above. If the attack succeeds, all the indicated arrows hit the target, which suffers the appropriate damage. If one of these attack rolls results in a critical hit, only one of the arrows hitting that specific target has its damage multiplied; any other arrows deal normal damage instead.

Arrow Artillery: 750 gp; Damage 20d8 (distributed among 3d4 targets); Critical x3 (also see text); Range 110 ft.; Typical Crew 2

Crash Cart

Allegedly designed by goblin engineers, a crash cart is a common wagon loaded with alchemical substances, causing it to explode on contact. What differentiates a crash cart from an explosives-filled, normal wagon is the fact a crash cart is actually built with the specific purpose of exploding. Each and every one of the cart's nails, cogs and screws is set up so as to be extremely frail and feeble, breaking down to the slightest touch. Also, the explosive items inside the cart are set to explode as soon as the crash cart breaks down, which makes a crash

cart a highly volatile object to say the least. In fact it is very dangerous even to the armies using it, which somewhat limits its popularity, although cannon fodder-based armed forces such as those of goblins and kobolds make liberal use of such self-destruct devices.

A crash cart has a hardness of 4 and 50 hit points; a single horse may pull it effortlessly. It has the same speed and other characteristics as a normal wagon. It does not usually have a rider; the standard tactic is to hitch the cart to a horse or another draft animal and then scare it off towards the enemy.

The cart's contents explode automatically whenever the vehicle suffers any amount of fire damage or is reduced to zero hit points by any means. Any other violent impact, such as crashing onto a wall, has a 50% chance of causing the cart to explode. Upon exploding, the explosives inside a crash cart deal 15d6 points of damage to any creature or object within ten feet. Creatures are allowed a Reflex save (DC 15) for half damage. Any creature or object within 20 feet suffers 5d6 points of fire damage; a successful Reflex save (DC 15) negates the damage. Creatures or objects within 30 feet must succeed on a Reflex save (DC 10) or suffer one point of fire damage.

Any creature or object damaged by this explosion is at risk of catching fire, as described in the *DMG*.

Crash Cart: 750 gp; Damage 15d6; Critical —; Range 20 ft. (blast radius); Typical Crew 0

Dragonwheel

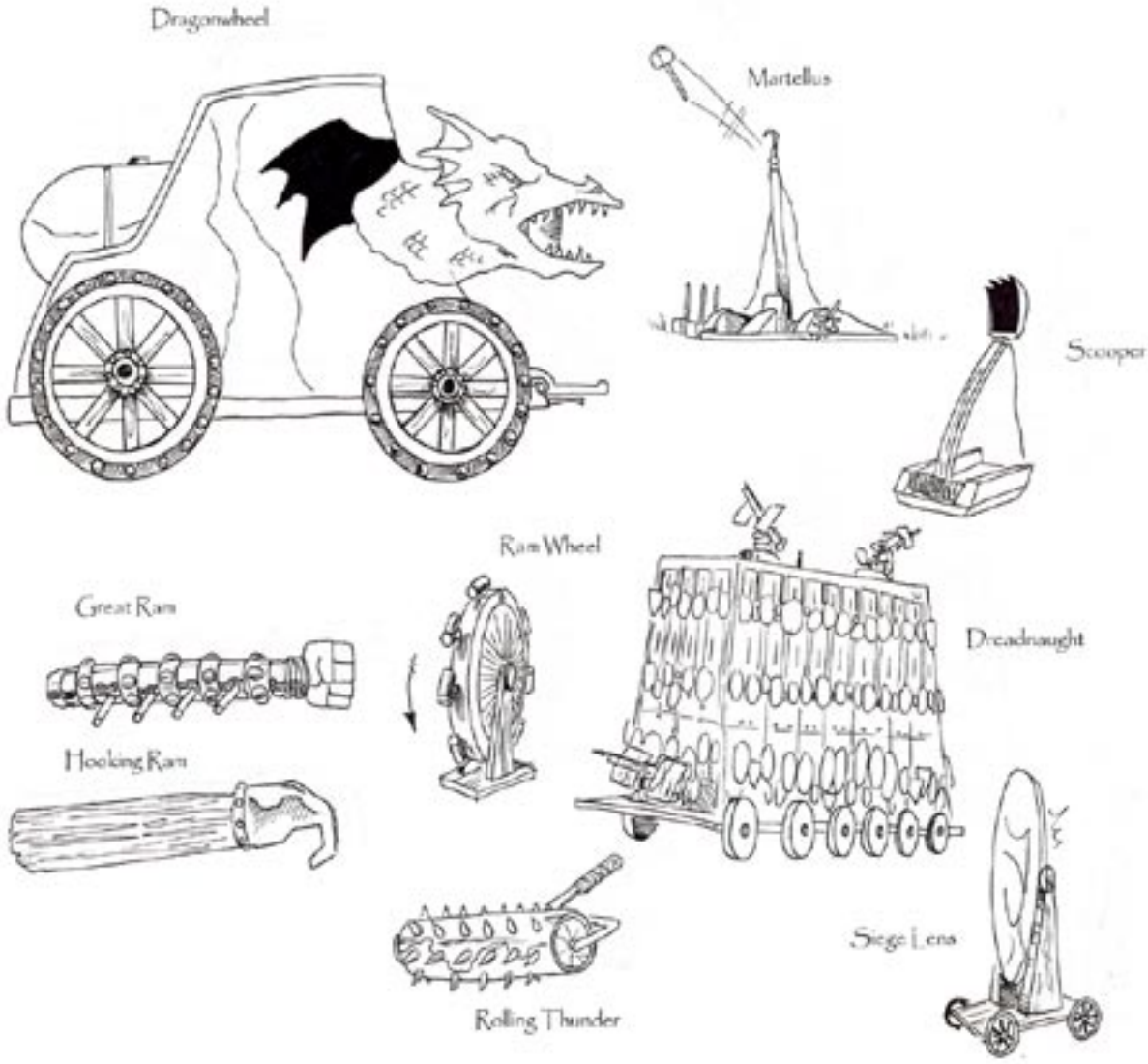
One of the many instances of gnomish ingenuity put to the service of human violence; a dragonwheel is a terrible war engine, whose arrival to the battlefield means terror and death for all soldiers on the other side. A dragonwheel appears as an armoured war chariot, with walls and wheels made of iron-studded black wood. The vehicle's front is adorned with a large metal cannon shaped like a dragon's head (hence the device's name). The vehicle moves by a system of pedals allowing it to advance without need of horses. However, the dragonwheel's most amazing – and fearsome – feature is its ability to breathe a cone of fire in front of itself. To operate correctly, a dragonwheel needs a crew of at least eight individuals – four to work the pedals, two for steering and two to control the flame cannon.

Despite being among the most advanced and deadly war engines in existence, a dragonwheel is cumbersome, dangerous and expensive, which has somewhat limited its popularity among modern armies. Nevertheless, when the siegemaster saw the gnomish designs for the weapon, he simply had to acquire and copy them; it was too powerful to be passed up.

A dragonwheel can be pedalled at a base movement speed of 20 feet. It counts as a Huge object, measuring roughly 20 feet per side; it has a hardness of ten and 350 hit points. To disable the dragonhead (flame cannon) requires a successful sunder attempt, or successive attempts thereof, dealing it a total of 40 points of damage.

When fired, a dragonwheel emits a cone of fire, 30 feet long by 30 feet wide at the end, sweeping enemy ranks with a deadly inferno. Any creature within the affected area suffers 6d6 points of fire damage, with a Reflex save (DC 15) allowed for half damage. Creatures that fail their save must succeed at an additional Reflex save (DC 15) or catch on fire, suffering 1d6 additional points of fire damage each round until they succeed at the save or are felled by the flames. Firing a dragonwheel is a full-round action. Since its fire breath has a relatively short range and wide area, it is imperative to stop the vehicle before firing, as it can easily become caught in its own flames.

Creatures inside a dragonwheel have total cover against creatures on the outside. They may not attack from within the contraption, nor can they see anything except for the crew assigned to steer the vehicle, which has access to a set of tiny openings allowing a full view of the vehicle's front.



A dragonwheel's cannon requires a supply of alchemist's fire to function properly. Filling the vehicle's tank requires the equivalent of 20 flasks of alchemists' fire; on a full tank, a dragonwheel can breathe fire four times before needing a refill. Refilling a dragonwheel takes one full minute.

Dragonwheel: 16,000 gp; Dmg 6d6 (fire); Critical —; Range 30 ft.; Typical Crew 8

Dreadnaught

The ultimate engine of destruction, feared by friend and foe alike, this breathtaking contraption could best be described as a rolling fortress. Its main body is a 16-foot tall, 30-foot long bunker made of iron-shod wood, with enough space for a small army inside its fortified walls; this army can make ranged attacks via several arrow-slits and other openings all along the vehicle's structure. This small fortress is mounted on six enormous stone wheels, connected to an ingenious pedal system allowing the machine to move without being pulled. In addition, a dreadnaught has at least two rotating tower ballistae (see page 199), one at its front and another on top of the vehicle, although additional ballistae can be easily added. Each of these ballistae is fitted with additional wooden and steel covers, giving

extra protection to the character manning it. With 12 soldiers dedicated to moving the machine forward, the remainder can freely and safely attack from the arrow-slits and rotating ballistae, making a dreadnaught nearly invincible in battle.

Dreadnaughts are an invention of the siegemaster, although he admits having had a lot of influence from dwarven and gnomish engineers; regardless of who actually invented them, so far only the siegemaster sells plans and materials for building dreadnaughts.

A typical dreadnaught is a Huge or Gargantuan object, with a hardness of 12 and 640 hit points. It can be pedalled at a base movement speed of 20 feet on even ground, halving the speed when on uneven or otherwise difficult surfaces. It usually has two ballistae, which perform as tower ballistae (see page 199) except they grant cover to the wielder. Any character aboard a dreadnaught, other than the 12 crewmen pedalling its wheels, can make ranged attacks from inside the vehicle, including those manning the rotating ballistae. Characters manning the dreadnaught's ballistae have cover (+4 cover bonus to Armour Class); all other characters aboard the vehicle have total cover (cannot be attacked), though they can freely attack themselves. The only entrance to a dreadnaught is on the vehicle's roof, nearly 20 feet above the ground.

A dreadnaught can also be used to make trample attacks; any creature on the direct path of a moving dreadnought (a 20-foot square area) suffers 2d8+12 points of bludgeoning damage, with a Reflex save (DC 28) allowed for half damage. A creature can forfeit this Reflex save in order to be allowed an attack of opportunity against the trampling dreadnaught.

Dreadnaughts are of little use against a fortress, lacking any means of dealing significant structural damage; therefore, they are often used as army busters, set loose upon enemy infantry and cavalry. In competent hands, a single dreadnaught can disperse a whole army with little or no casualties. Alternatively, a dreadnaught's ballistae can be replaced with siege pincers (see page 208). All of a dreadnaught's ballistae must be removed to do this.

A dreadnaught requires at least 12 crewmen to man the pedals, plus at least two crewmen to provide navigation and steering instructions. Each rotating ballista requires at least one additional crewman. In addition to these basic crew needs, a dreadnaught can hold up to 24 additional crewmen, All added crewmen (usually 24) can make ranged attacks from the various slits and openings all along the dreadnaught's structure, while retaining their cover bonuses.

Dreadnaught: 48,000 gp; Damage/Critical/Range as tower ballista (see page 199) or according to ranged weapon type; Typical Crew 40

Great Ram

A larger, meaner and heavier version of a common ram, this device resembles its lesser cousin in all respects except its ramming head is a flat, Huge stone block or iron head. This tremendous head allows a great ram to deal incalculable damage to a fortress' gate. The ram's body is iron-studded wood, typically 50 feet long; the massive scaffolding required to carry it is at least 30 feet tall.

A great ram cannot fail an attack; however, it is so heavy it cannot receive a Strength bonus from any single creature manning it. It always strikes, always dealing a clean 8d6+20 points of bludgeoning damage to the surface struck. It requires at least 16 Medium, eight Large, four Huge or two Gargantuan or larger creatures to efficiently swing a great ram. It otherwise corresponds to the rules and traits of a common ram, as seen in the *DMG*.

Great Ram: 4,000 gp; Damage 8d6; Critical —; Range —; Typical Crew 24

Hooking Ram

This looks like a typical battering ram, except it has a large grappling hook instead of the more

common bashing head. As a common ram, it is a 30-foot long wooden cylinder with a metallic head, hanging from a scaffolding to make it easier to swing it back and forth. Also as a common ram, a hooking ram requires at least eight Small, four Medium, two Large or one Huge or larger creature to be swung properly.

By spending a full-round action, up to ten creatures may swing a hooking ram against a target; the character closest to the front of the ram makes an attack roll, using his melee attack bonus at a –4 penalty just as if he was wielding a common ram. If the attack hits, the ram deals the indicated damage, with a bonus equal to the combined Strength bonuses of all participating characters. Thus, a hooking ram that is being swung by 10 characters with a Strength of 13 each gains a +10 bonus (+1 from Str 13 for each of the ten characters) to its damage. A hooking ram deals piercing damage instead of bludgeoning damage.

If the hooking ram damages a door, it becomes attached to it; up to ten creatures may attempt to pull it out by spending a full-round action. The characters pulling a hooking ram make a special Strength check, with a bonus equal to their total Strength bonuses, against the door's break DC; if the check succeeds, the door is ripped from its hinges by the hooking ram. If the check fails, the characters can retry on the next round.

Hooking Ram: 2,000 gp; Damage 3d8 plus Str bonuses; Critical —; Range —; Typical Crew 10

Martellus

Similar to a catapult, this siege device is designed and balanced to fire a gigantic throwing hammer. These massive hammers can deal devastating damage to a structure, although they are very expensive to craft and hard to load on the launcher.

The missile of a martellus has the exact shape of a thrown hammer, only its stone head is about 6-foot wide and its wooden 'handle', here used for throwing balance, measures more than ten feet in length. It requires the efforts of at least four characters to pick this enormous object up, while another two hold the launcher ready.

As a catapult, a martellus throws its missile in a relatively high arc. It could theoretically attack a square out of its line of sight, if its range was long enough. However, the sheer size of its missiles limits the range of a martellus significantly, causing most of its targets to fall within line of sight anyway. When attacking with a martellus, the chief of the crew manning the weapon must make an attack roll, using only his base attack bonus plus any range modifiers. If the attack hits, the martellus hits the square it was aimed at and no further attack rolls are needed to hit the same square unless the martellus is reaimed for some reason. If the attack misses, the missile falls in one of the eight squares surrounding the target, determined randomly by rolling 1d8. A martellus deals the indicated damage to any creature and/ or structure located on the square it hits; creatures are allowed a Reflex save for half damage.

Loading a martellus requires four full-round actions, two to prepare the engine and two to actually load the missile. Aiming a martellus is a full-round action, firing it is yet another one. A martellus that has successfully hit any given square does not need to be aimed to hit that same square again. It requires at least six characters to load a martellus and two to aim and fire it. A martellus can be rolled along at a base movement speed of ten feet.

Martellus: 1,400 gp; Damage 8d6; Critical x3; Range 75 ft.; Typical Crew 6
Martellus Missile: 175 gp; 2,000 lbs.

Ram Wheel

This imposing artefact consists of a scaffolding similar to those used to hold a battering ram; however, instead of a ram, the contraption holds a wheel of four spinning arms, each of which has a spinning, smallish ram attached to one end. Thanks to a lever and chain device attached to its side, this wheel may be spun at great speeds

with relatively little effort, allowing its four ram heads to strike a target alternately.

Ram wheels are extremely large and unwieldy, being taller even than some siege towers. They are relatively light for their size, however, and their wheels allow them to be rolled on even ground by a sufficiently large crew. Given a ram wheel's set-up, it may only be used to attack targets that are at roughly the same height as its axis – the point at which a spinning ram has a greater range.

When a ram wheel is spun, one of the characters working the lever must make a special attack roll using his base attack bonus at a –4 penalty. If the attack succeeds, the target suffers ram damage once per round for the next four rounds, as all four spinning rams strike the target alternately. If the total attack roll (counting the –4 penalty) is higher than 15, the ram wheel deals twice the damage indicated each round, as its great whirling speed allows it to hit with two rams on a single round. A ram wheel cannot deal more than twice its base damage per round, regardless of the total attack roll. Spinning a ram wheel requires at least one Huge or larger, two Large, four Medium or eight Small creatures.

Ram Wheel: 2,500 gp; Damage 2d6; Critical —; Range —; Typical Crew 4

Rolling Thunder

'Rolling thunder' is the term the siegemaster chose to name one of his most brutal, simple and devastating inventions. A rolling thunder device consists of an immense roller made of stone or studded wood, with a gigantic metal handle used to push the contraption ahead. The device has the general appearance of an immense, spiked paint roller, although the paint it spreads is the blood of squashed enemies.

A rolling thunder device can roll over a space 20 feet across; its wheels have a ten-foot diameter. It requires at least four creatures to push it along the ground; in this fashion, a rolling thunder device can achieve a base movement speed of ten feet. The device has a hardness of 12 and 150 hit points.

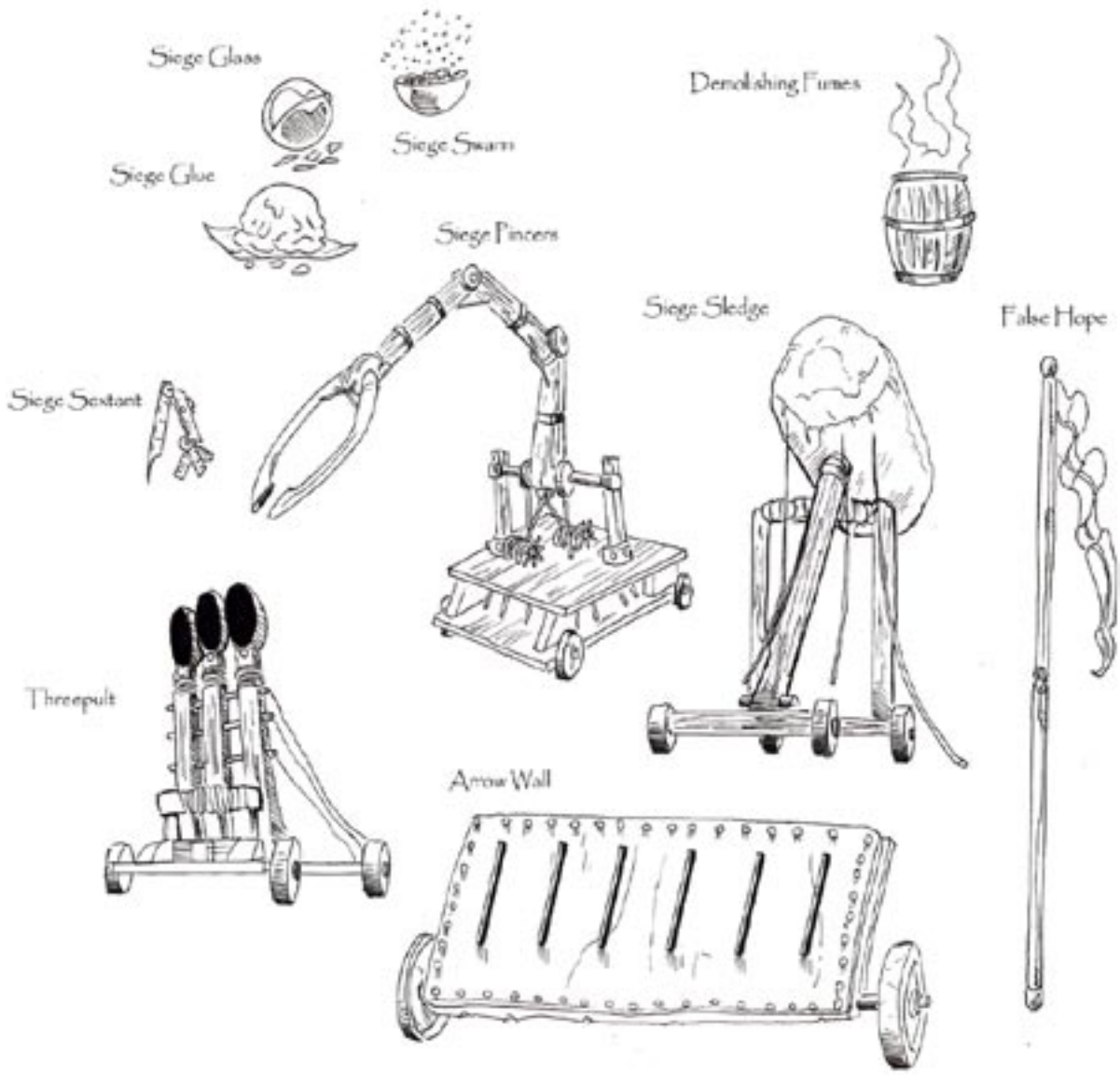
Every round, the crew manning a rolling thunder device can push it into a space ten feet (two squares) deep by 60 feet (12 squares) across. Any creatures or objects currently in this space suffer 6d6+12 points of damage; creatures are allowed a Reflex save (DC 25) for half damage, though they can forfeit this save so as to get an attack of opportunity against the rolling thunder device. This attack is subject to all the corresponding rules and specifications for a trample attack (see the *MM*). Pushing a rolling thunder into an occupied space is a full-round action that provokes an attack of opportunity.

Rolling Thunder: 750 gp; Damage 6d6+12; Critical —; Range —; Typical Crew 4

Scooper

Looking every bit like a catapult, this curious device is designed to help sapping attempts by literally scooping off a wall's foundations. The device is exactly the same as a catapult, in appearance and size; it even requires the same amount of soldiers to man. The only difference is a scooper's mechanism allows for a different kind movement, by which the scooper can dig into the earth with its arm and actually dig out the foundations of a fortress. It is possible to modify a normal catapult and turn it into a scooper, or vice versa, by a relatively simple process costing 250 gold pieces.

A scooper is totally ineffective at a distance, so it must rely on surprise and distraction to approach its target enough to be effective. Once it is within ten feet of a fortress wall, beginning a digging task takes two full-round actions; one to move the scooper in position and another to start digging out the earth. From this point on, a scooper deals 1d6 points of damage to the affected wall for every two rounds it keeps digging. A wall's hardness does not count against this damage, as it is directed not at its structure but at sapping the earth it stands on.



At least four crewmen are required to begin and maintain the scooper's digging function. For every crewmember below four, double the number of rounds required to deal 1d6 points of damage to the structure.

Scooper: 750 gp; Dmg 1d6 (every 2 rnds); Critical —; Range —; Typical Crew 4

Siege Lens

This device, invented by the Siegemaster during a rare moment of simple inspiration, appears as a giant magnifying lens, mounted on a wheeled platform. The magnifying glass is secured to a long, wooden arm, which may be aimed and positioned with relative ease. The glass focuses sunlight to the point it deals fire damage to any target it is aimed at, providing a cheap and deadly weapon in an ingenious way, despite its drawbacks: not only is the device useless during the night, even in daylight it must be positioned so it does take advantage from the sunrays, which may take quite a bit of time and effort. Therefore, even though highly specialised, a siege lens is an effective and deadly weapon, obtained from an apparently harmless device. A typical siege lens has the same size and general shape of a catapult, with the difference its arm ends in a seven-foot diameter lens.

Table: Siege Lens Damage

Round Number[1]	Fire Damage Per Round
1–2	1
3–4	1d2
5–6	1d3
7–8	1d4
9	1d6

[1] Count the rounds *after* the siege lens has been aimed; the round during which it was aimed does not count.

During the late morning and noon hours, positioning a siege lens so it can deal damage takes one minute. At any other daylight hour, the task requires 1d6 minutes (1d6 times ten rounds). If there is no natural sunlight, it is impossible to make effective use of a siege lens. Once a siege lens has been properly positioned, aiming it takes one additional full-round action. At least two crewmembers are required to position and aim a siege lens.

An aimed siege lens deals progressive damage to a single creature or object on the square it is aimed at. The damage dealt each round is determined by the time the siege lens remains aiming at the same square, according to the Siege Lens Damage table.

Any target damaged by a siege lens has a cumulative 10% chance per round of catching on fire, as detailed in the *DMG*.

If a target moves from the affected square, the siege lens must be re-aimed so as to affect that target again; therefore, a siege lens is best used to affect stationary targets. Each time a siege lens is aimed at a new square, the round and damage count starts over.

Siege Lens: 1,000 gp; Dmg (see text); Critical —; Range —; Typical Crew 4

Siege Pincers

One of the Siegemaster's heaviest and most ambitious designs, this astounding device consists of a metallic pincer, easily 20-foot wide when fully open, attached to a proportionately large, jointed wooden arm. The arm stands on a wheeled platform, equipped with a set of levers and mechanisms allowing a degree of control over the arm and pincers. This weapon can be used to literally grab an enemy fortress' towers and crush them off the ground.

Siege pincers have a hardness of 10 and 350 hit points. They may be rolled along the ground at a base movement speed of ten feet.

At least two creatures are required to control a siege pincers device, due to the weight and complexity of its mechanism. The weapon's mechanical controls allow for the following actions:

Position: properly positioning siege pincers requires two full-round actions and the device must be no more than 20 feet away from the intended target. Siege pincers must be properly positioned before grabbing a target.

Grab: Siege pincers may be used to grab any object with a width of 20 feet or less. They may not be used to grab any object that is more than 20 feet across, nor an object whose form makes grabbing impossible (such as a 20-foot wide wall firmly located between two towers, for example). Causing siege pincers to grab an object takes a full-round action, plus the device must be properly positioned first (see above).

Grip: Once a target is successfully grabbed (see above), siege pincers may be caused to grip it, which requires another full-round action. By so doing, siege pincers establish a firm hold on the object, just as if they were successfully grappling it. Siege pincers may only crush (see below) an object that has been successfully gripped.

Crush: Once a target is gripped, siege pincers may begin to crush it. Initiating and maintaining a crush requires the siege pincers crew to succeed on a Strength check (DC 15). Up to two crewmen may use the aid another action to help this check. For every round the action the crush is successfully maintained, the target suffers 3d6 points of crushing damage. Targets with a hardness of 10 or lower also lose one point of hardness for each round the crush is maintained. If the object suffers siege pincer

damage equal to its hardness times ten, it may be uprooted and pulled down (see below). If the object's hardness or hit points are reduced to zero, it is utterly destroyed and demolished. Initiating or maintaining a crush is a full-round action that provokes an attack of opportunity.

Disengage: By spending a full-round action, a siege pincer may be disengaged from any object it is grabbing, gripping or crushing (see below). Once disengaged, a siege pincer is still considered positioned to grab the item again, unless it is pulled in (see below).

Pull Back: If a siege pincer is not grabbing, gripping or crushing a target, its crew may pull it back by spending a full-round action. The siege pincer must be re-positioned before using it again.

The times given assume at least two characters are manning a siege pincer's levers; quadruple the time required for a single character to properly perform any of the above actions.

Siege Pincers: 4,500 gp; Dmg 3d6 (see text); Critical —; Range —; Typical Crew 4

Siege Sledge

This weapon is in fact a giant warhammer, mounted on a wheeled harness allowing it to swing up and fall down on a target. The warhammer's 'handle' is roughly 30 feet long, while its stone head measures about eight feet and weighs roughly one ton. The warhammer is set up so it can be swung up and down in a nearly 90-degree arc by a simple rope and lever mechanism, though it still requires many characters to work it with enough strength.

The siege sledge is incredibly mighty and destructive; however, its limited range makes it overlooked in favour of other siege devices such as catapults or ballistae. Nevertheless, it remains a popular weapon among certain warlords since, if an army manages to get a siege sledge near an enemy fortress, few siege weapons can compare to its sheer damage dealing ability.

A siege sledge requires at least four characters to move and operate. By pushing it along the ground, a siege sledge may be moved at a base movement speed of ten feet. Once it is within 15 feet of its intended target, it requires a Strength check (DC 15) to properly position a siege sledge to strike. A character can use the aid another action to help another character prepare a siege sledge. If such a Strength check fails, it can be retried as a full-round action. Once a siege sledge is properly positioned, letting it fall is a simple move action, though pulling it up again requires another Strength check, and so on.

A falling siege sledge deals 8d6 points of damage to any creature or object standing in its path – a 90-degree arc ending about three feet above the ground. The hammerhead covers an area five feet across. Creatures are allowed a Reflex save (DC 15) for half damage.

Siege Sledge: 1,000 gp; Dmg 8d6; Critical —; Range —; Typical Crew 4

Threepult

This massive device resembles exactly what its name suggests – a catapult with three arms. The arms of a threepult are set up parallel to each other and all fire simultaneously when the weapon is activated. Given the increased effort of winching and aiming a threepult, it must be manned by six crewmen (as opposed to four). It performs like a heavy catapult in all other respects.

At least three characters are required to winch a threepult into place; the strongest of these characters must succeed on a Strength check (DC 15) for the task to be properly performed. Winching a threepult is a full-round action that provokes an attack of opportunity. A successful Profession (siege engineer) check (DC 15) must be made to latch a threepult, which takes an additional full-round action.

Loading a threepult takes three full-round actions and aiming it takes six full-round actions. These full-round actions can be divided among many characters as usual, so aiming

a threepult is a single full-round action for a crew of six or larger. A successful Knowledge (architecture & engineering) check (DC 15) is required to properly aim a threepult.

Once aimed, a threepult's three arms target a square and the two squares adjacent to it on a straight line. The line must extend perpendicular to the threepult's line of attack. Once the weapon has been aimed at the three target squares, a single ranged attack roll must be made, applying a –4 penalty due to the weapon's unwieldiness, plus a –6 penalty if the target square is out of the threepult crew's line of sight. If the attack succeeds, each of the three stones hits one of the target squares, dealing catapult damage to a single target inside it. Creatures are allowed a Reflex save (DC 15) to avoid the damage. If the attack misses, each of the threepult's stones strikes one of eight squares surrounding the central target square, randomly determined by rolling 1d8. Each time the attack misses, add a cumulative +3 bonus to the next attack roll if the threepult's target is within line of sight. This bonus can never exceed +12 regardless of the number of consecutive misses, nor is it applied if the threepult's target is not within line of sight.

Threepult: 2,000 gp; Dmg 4d6 per stone; Critical —; Range 150 ft. (100 ft. minimum); Typical Crew 6

Tools of War

The inventions included in this section, while not siege weapons themselves, are designed to enhance other attack or defence devices. They include siege ammunition, as well as alchemical devices and tools designed to help soldiers during a battle.

Arrow Wall

This device appears as a five-foot tall, 20-foot wide iron-studded wooden wall, mounted on a wheeled platform. The wall has a row of slits, allowing a character to peer from behind it. By marching behind such devices, soldiers are fully protected from arrow attacks as they advance towards the enemy. Often, the entire frontline of an army is equipped with arrow walls, appearing as a vast moving palisade in front of the soldiers.

A single arrow wall has hardness 8 and 40 hit points.

Arrow walls were invented and used by armies the world over much before the siegemaster was even born, therefore he cannot claim them as their invention. Still, most siege engineers specialise in larger, more popular devices such as catapults and ballistae, so customers looking for arrow walls must usually seek a true specialist like the siegemaster.

A creature is treated as having total cover (cannot be attacked) while it remains behind an arrow wall; of course, the creature cannot attack either. If a creature behind an arrow wall wishes to attack and remain behind it, the arrow wall counts as granting partial cover (+4 cover bonus to Armour Class). A single arrow wall has enough space to cover four Large, eight Medium, 12 Small or 24 Tiny creatures. Typical arrow walls are too small for most Huge creatures. The creatures behind an arrow wall may push it at a base movement speed of 15 feet.

Arrow Wall: 75 gp; 300 lb.

Demolishing Fumes

This is a strange substance, made from a derivation on alchemical acids. It is usually sold in 100-pound barrels rather than smaller flasks, as it is designed for large-scale use, such as affecting structures during a battle. In its natural state, the substance is a harmless, smelly paste. When burnt, however, it emits a pungent, awful smoke that is highly corrosive to mortar and cement-like adhesives – which is why it is called 'demolishing *fumes*'. Usually, a barrel of demolishing fumes is ignited and left at the feet of a masonry structure, such as a wall or tower. The barrel's fumes gradually weaken the structure, making it much more vulnerable to siege attacks.

A barrel of demolishing fumes must be ignited within five feet of a masonry structure. Once ignited, it takes one full round for the barrel to begin emitting its damaging fumes. From that point, for every minute the barrel remains ignited, all masonry structures within five feet have their hardness reduced by one point. For example, a barrel left under a brick wall for four minutes would reduce its hardness by four points. Once a structure's hardness is reduced to zero, the area affected by the fumes crashes down loudly. A single barrel of demolishing fumes is enough to weaken a ten-foot wide, five-foot deep section of wall.

Only masonry structures – those included mortar or a similar substance in their construction – may be affected by demolishing fumes.

A barrel of demolishing fumes has a hardness of five and 15 hit points. Its fumes may be dissipated via a *gust of wind, control winds* or similar spell, though they resume automatically after one round, unless the barrel is destroyed. If a barrel of demolishing fumes is destroyed, its fumes remain for one additional minute, reducing the structure's hardness by one additional point, before dissipating.

If at least five gallons of water are poured on the barrel in a single round, it counts as having been destroyed. However, the smoke generated by dousing a barrel of demolishing fumes in this fashion doubles the fumes' strength as they dissipate, which means they reduce the structure's hardness by two points (instead of one) before dispersing.

Demolishing Fumes (1 barrel): 375 gp; 100 lb.

False Hope

The device the siegemaster calls 'false hope' is one of his favoured inventions, although it is also perhaps the simplest. It is a common-looking war banner or standard, custom-made to resemble the colours and symbols of a specific army. However, the customer never orders the article in his own army's colours; in fact, he usually orders it to resemble the heraldry of his enemy. This is because a false hope flag, rather than a simple banner, is an insidious, wicked and deadly trap.

The pole of a false hope flag is hollow, containing two highly volatile alchemical components. When mixed and shaken, these components explode in a devastating conflagration; therefore, a safety latch on the pole prevents them from coming in contact with each other. An explosive banner with your enemy's colours has a number of uses, of course, though the most common tactic is the following: During a battle, a disguised spy or stealthy infiltrator carries the false hope flag to the battlefield and leaves it there for the enemy to find, taking good care of removing the safety latch first. As the battle rages on, a soldier of the enemy sights his banner on the ground, and heroically dives to raise it again; when he lifts the standard in triumph – usually near his brothers in arms – the sudden movement causes the explosive substances inside the false hope flag to activate, engulfing the brave soldier and his nearest comrades into a searing inferno of death. This is not only devastating but highly demoralising to an opponent's troops. Of course, there are only so many times you can repeat the trick before the enemy becomes wary against future attempts; however, nothing undermines your enemies' spirit better than having them mistrust their own flag.

If a false hope flag is waved or moved while its security latch is removed, it immediately and violently explodes, dealing fire damage to everything nearby. Creatures and objects within ten feet of the explosion suffer 8d6 points of fire damage; creatures are allowed a Reflex save (DC 15) for half damage. Creatures and objects beyond ten feet but within 20 feet suffer 4d6 points of fire damage; creatures are allowed a Reflex save (DC 10) for half damage. Creatures beyond 20 feet but within 30 feet must succeed on a Reflex save (DC 10) or suffer one point of fire damage.

After witnessing the explosion, all loyal followers of the flag's colours must succeed on a Will save (DC 12) or suffer a –2 morale bonus to Initiative for ten minutes.

False Hope: 600 gp; 6 lb.

Siege Ammunition, Exotic

Some siege devices, most often catapults, can be loaded with special missiles which, rather than dealing simple bludgeoning damage against targets, can be caused to explode or provoke a number of unpleasant effects. All the new types of siege ammunition described below are the Siegemaster's design, although many war engineers build and trade them as well.

The Games Master may consider this list an addendum to the one featured in pages 187–188 of the *Ultimate Equipment Guide*; however, the siege load types included herein are exclusively intended for siege use; they may not be employed as sling ammunition.

In addition to the special ammunition included here, all the bombs available at the Beast Within (see page 73) can also be used as a catapult or trebuchet load with notorious ease and success.

Siege Glass

These are special metal spheres, filled with minuscule shards of the sharpest alchemical glass and fitted with an explosive load. These missiles explode on impact, dealing 2d6 points of slashing damage to any creature or object within ten feet. Creatures are allowed a Reflex save (DC 15) for half damage. Any creature harmed by siege glass suffers one point of Constitution damage as well, as myriad glass shards lodge in its vital spots.

Siege Glue

This special ammunition contains a sheet of springing glue, which splatters on enemies upon impact. This glue is specially treated to be highly acidic, dealing damage to the creature it sticks to. When a siege glue missile strikes a target, it coats it with a layer of acidic glue, dealing 1d4 points of damage per round. A creature may wipe the glue from its own body in one full minute, during which the adhesive still deals 1d4 points of acid damage each round. Up to four additional creatures may help to remove the glue, which reduces the time required proportionately; so, two creatures remove the glue in half a minute (five rounds), three do so in one-third of a minute and so on. However, any creature that helps remove the glue coat suffers 1d4 points of acid damage per round as well.

If there are two or more creatures or objects within five feet of the glue missile when it impacts, the glue may cover more than one of them. A single glue missile has enough glue to coat one Large, two Medium, four Small or eight Tiny or smaller creatures or objects. The glue affects those nearest to its blast first.

Siege Swarm

A siege swarm missile is specifically designed to contain an actual swarm of ants, spiders, bees or other vermin. The swarms used in these missiles are usually prepared with special drugs and other alchemical components, intended to increase their violence and savagery.

When a siege swarm missile hits, the swarm creature inside it springs out, immediately attacking the nearest creature until it is destroyed or no living creature remains nearby. The special padding inside the missile prevents any damage to the swarm. Only vermin swarms (ants, hellwasps, spiders and so on) can be contained in the ammunition load. For the statistics of a swarm creature, see the 'swarm' entry in the *MM*.

Glass Load (1): 200 gp; 10 lb.
Glue Load (1): 500 gp; 50 lb.
Swarm Load (1): 500 gp per CR of the swarm; 15 lb.

Siege Sextant

This engineering marvel is designed to make the shots from catapults and similar siege devices as accurate as possible. A siege sextant is a four-inch wide jumble of moving parts, cogs and rulers, which a skilful siege engineer may use to ensure his catapult strikes are always precise by comparing trajectories and measuring angles. Although it is quite practical in expert hands, a siege sextant is very difficult to use and understand; characters without advanced

knowledge of mathematics or siege engineering have little use for it.

Using a siege sextant requires a successful Knowledge (architecture and engineering) check (DC 15) or Intelligence check (DC 20). If a siege sextant is successfully used to calculate the trajectory of a catapult missile just before aiming the catapult, it grants a +4 bonus to all of the catapult's attacks as long as it is not re-aimed. In addition, it always negates all penalties applied to a catapult shot due to long range or when the target is out of sight. By using a siege sextant in this fashion, a character adds one full round to the total time required to aim a catapult.

A character that successfully uses a siege sextant to aim a catapult may in fact take 10 on the corresponding catapult attack roll; however, the hurried pace of combat seldom leaves time for such luxuries.

Siege Sextant: 400 gp; 1 lb.

Treasures from Afar: Exotic and Foreign Goods

You make your way carefully but steadily through the throngs of people in the Marketplace of Marvels, following the directions you were given and straining to look over the crowd for the place you have been seeking. The press of people begins to thin, and you find yourself in a less-crowded corner of the Marketplace. Making your way around a cobbler's store, you see the place you have been looking for. You were told you could not miss it, and that is certainly the truth. The tent ahead of you is small, smaller than most any shop in the Marketplace, and has been stained and worn by unguessed miles of travel, but it is unmistakable. Not only is the tent dyed in a riot of different colours, it is of a design you have never seen before. Its peaked roof and tasseled sides seem almost jarringly out of place in the Marketplace, as if the tent had been plucked unwillingly from its home on the other side of the world and dropped here in this city. The tent's flaps hang closed, hiding whatever it holds from the view of those outside. As you come closer, you note the tongue of a waggon peeking out from behind the tent, before the tent's flap is suddenly swept away You find yourself confronted with a mountain of a man, who you guess must be the proprietor.

'Standing there and staring at the tent won't get you anywhere, lads and lasses. You've the look of people who've trod more than a few miles beneath your boots, but I'll wager here and now you've not seen the places I've seen, or ever clapped eyes on some of the things I've brought back from the farthest corners of the world. Spices from across the sea, perfumes squeezed from the mysterious plants of the east, weapons from the unknown south, I've got them all in here. So come on in, boys and girls, and take a look – I don't call it Treasures from Afar for nothing. Find something you like, maybe we can make a deal. I've been here too long and my feet are growing itchy. What's that? My name? Well, it depends on where I am in the world. In the frozen North they call me Wrothgir. In the steaming jungles to the south I'm known as Mubumbo. In the east my name is Shau Wu. Tell you what, though, you can call me Rolo. I like that one best. Now, stop dawdling and come inside.'

The interior of Treasures from Afar looks less like a shop and more like a caravan yard after a particularly lazy group of porters unloads the waggons. Dozens of chests and boxes, each one of a different make, are stacked haphazardly on top of one another, with the top box or chest standing open to display a jumble of contents. Six boxes, stacked two high, serve as Rolo's makeshift counter in the back of the shop, and represent the only nod toward organisation in evidence. Atop this counter stand several ranks of bottles and jars, holding liquids and powders of various colours. Behind the counter are three chests of metal, with a dull sheen that could come from adamantium. Unlike the remainder of the chests and boxes, these three are wrapped tightly with chains and boast several locks apiece. The entire interior of the tent is lit by a brazier hanging from the peak of the roof, casting stark shadows everywhere.

Though well into middle age, Rolo shows no signs of becoming soft or slowing down under the onslaught of the years. He is a giant of a man, standing more than seven feet tall, and proportionally as broad as a dwarf. He always dresses in travelling clothes, though his clothing is usually complemented by a garment or item that is obviously of foreign make. Ever anxious to get back on the road, he views wearing anything but travelling clothes as a waste of time. It is for this same reason that the chests and boxes inside Treasures from Afar are never unpacked. Where exactly Rolo hails from is unknown, as his features do not conform to

any particular people or nation, and his accent is a bizarre mishmash of a score of different dialects that evokes images of distant steppes and nameless seas. When asked where home is, Rolo always replies simply 'the road'.

Rolo always has a story ready to tell of some strange and fantastic place he has visited, of some unfathomable people he has befriended or some odd and beautiful creature he has seen. He has been a traveller for most of his life, and a number of rumours and stories have begun to build up around him and his reasons for staying on the road. The truth, however, is quite simple – having run away from home and taken a job as a cook's assistant on a caravan when he was still a small boy, he discovered an almost intoxicating joy in travelling. He has never stopped, pushing himself farther every time, for no comfort of hearth or home can rival the thrill of the unconquered horizon. When he is asked why he travels, he is honest. For those left unsatisfied by the answer, he merely says he wants to beat Aerthus the Swift, the celebrated bard.

Treasurers from Afar is often not even in the Marketplace of Marvels, Rolo having become fed up with civilisation once again and taken to the road. The time until he comes back ranges from months to years, though he will often set up shop in another city during his travels. He uses the money he makes selling objects and spices from foreign lands to pay for his travelling lifestyle.

Curiosities and Oddities

Rolo always returns from his expeditions with a variety of strange and useful objects he has picked up in foreign lands. There are some items he seems to always have in stock, others he might have once and never again. The list below gives some of the items he usually has on hand, though Games Masters should feel free to add (or remove) items to this list.

Celestial Calendar

A treasure brought back from lands far across the sea, the celestial calendar is the work of a people with an intimate understanding of the stars, the moon and the sun. The calendar takes the form of a disk made of either metal or stone, the surface of which is engraved with literally hundreds of runes and symbols running in a series of circles around the disk. A person equipped with a celestial calendar may use it to discern the date, or even accurately predict events such as eclipses. Using the celestial calendar requires a successful Knowledge (nature) Skill check with a DC of 20.

Celestial Calendar: 500 gp; 4 lb.

Digit Manacles

From his travels in the shimmering deserts, Rolo has brought this ingenious device to market. It consists of a large steel square, about six inches across and two inches thick, with an internal locking mechanism. On each corner of the square is a metal ring. The intended use of digit manacles is to completely incapacitate a person by use of this small device. The victim's thumbs and large toes are secured in the four rings of the digit manacles, effectively preventing him from struggling without breaking his digits. Even if he does, he will not be able to free himself without literally ripping his thumbs and toes from his hands and feet. Turning the key in the lock will open all four of the manacles. Rolo insists he has seen digit manacles used for far more gruesome purposes than that for which they were designed. If pressed, he will recount tales of short but extremely brutal gladiatorial bouts in which four condemned men each had one thumb secured to a digit manacle, and each were given a sword for their free hand. The last man alive, several moments later, was given his freedom. It is possible, though difficult, to slip out of a set of digit manacles. Doing so requires an Escape Artist skill check (DC 35, or DC 40 for masterwork digit manacles). Breaking the manacles requires a Strength check (DC 26, or 28 for masterwork digit manacles), and doing so deals 1d6 damage on the individual in the digit manacles. Digit manacles have a hardness of

10 and ten hit points. Digit manacles are only made to fit Medium-size creatures.

Digit Manacles (Average lock): 150 gp; 2 lb.
Digit Manacles (Good lock): 200 gp; 2 lb.
Digit Manacles (Amazing lock): 400 gp; 2 lb.
Digit Manacles, Masterwork (Average lock): 400 gp; 2 lb.
Digit Manacles, Masterwork (Good lock): 500 gp; 2 lb.
Digit Manacles, Masterwork (Amazing lock): 650 gp; 2 lb.

Finger Puzzles

Intricately constructed of wood, reeds and metal, Rolo claims these devilishly clever puzzles are a favourite pastime for young and old alike in one of the realms of the distant east. Each puzzle has two holes in it, into which the player inserts his thumbs. Once inside, the thumbs are held fast in sleeves of wood and reed, forcing the

player to use his remaining digits to solve the puzzle. Solving the puzzle frees the trapped thumbs. Rolo likes to tell a tale of a duel he once witnessed involving these puzzles. Both men were armed but unarmoured, facing each other in preparation for the duel. Then, before the duel began, both combatants were fitted with finger puzzles. Once both had their thumbs secured within, the duel began, each man trying to free himself first. According to Rolo, after one man dropped the finished puzzle and drew his sword, the other was still trying feverishly to free himself even as the fatal blow fell.

These puzzles come in three stages: novice, difficult and expert. Practicing with a puzzle is an excellent form of mental stimulation, and can be used in place of a trainer to raise skill ranks in Escape Artist and Sleight of Hand. A novice level puzzle can replace a trainer to train Escape Artist to two ranks and Sleight of Hand to four ranks. A difficult level puzzle can replace a trainer to train Escape Artist to three ranks and Sleight of Hand to six ranks. An expert level puzzle can replace a trainer to train Escape Artist to five ranks and Sleight of Hand to eight ranks. It is possible to free oneself from a finger puzzle with a successful Escape Artist skill check (DC 20, 24 and 28 for the three stages of puzzles). However, they are designed as problems to be solved, not as bonds to be slipped, and may be escaped with a successful Intelligence ability check (DC 12, 16 and 20 for the three stages of puzzles). Each puzzle has several different settings for its mechanisms, making sure it is not always solved in the same manner. Finger puzzles are all but useless as manacles, as they may be broken with a successful Strength check (DC 14). Rolo insists the reason the loser of the duel he witnessed did not simple rip the puzzle apart to draw his sword is that it would have dishonoured him to do so.

Finger puzzles do not grant any ranks with Escape Artist or Sleight of Hand, they merely act as a training device for those skills.

Finger Puzzle (novice): 250 gp; 1 lb.
Finger Puzzle (difficult): 400 gp; 2 lb.
Finger Puzzle (expert): 650 gp; 3 lb.

Hojo Cord

Rolo often speaks fondly of his travels in the easternmost lands, and enjoys telling tales of these places where honour is everything, where the people have created a system of rules and obligations so complex he has yet to fully come to understand it. It is from these lands that Rolo has brought the hojo cord, a strange device created to accommodate those same rules of honour. Rolo insists that according to these customs, being bound by knots is considered a grave dishonour, one which many would rather die than endure. To bypass this issue, the hojo cord, a silken rope some 30 feet in length, was created by the law enforcement of the region. In skilled hands, it can be used to completely incapacitate an individual without the use of a single knot; a complex wrapping pattern uses the cord's own tension to hold the victim immobile. Although far less efficient than knots or manacles, someone truly skilled with the hojo cord is able to use it to bind a victim in such a way that the intricately wrapped cord will actually grow tighter if the victim struggles, binding him ever more closely. In game terms, a Use Rope Skill check (DC 15) is required to effectively bind someone with a hojo cord. A skill check result of 25 or higher means the user of the hojo cord was able to wrap the victim effectively enough that the cord will grow tighter if the victim struggles. Hojo cord incorporates thin threads of steel amongst the silk, making it extremely difficult to break. Hojo cord has five hit points and can be burst with a DC 25 Strength check. The metal in its construction prevents it from offering the +2 circumstance bonus to Use Rope checks that is provides by regular silk rope.

Hojo Cord: 25 gp; 3 lb.

Lacquer Box

These beautiful boxes, brought back from the distant east by Rolo, are far sturdier than they appear. As brightly and vibrantly coloured as jewels, these boxes often depict landscapes of unfamiliar mountains and alien trees, scenes populated by strange creatures which Rolo assures his customers do actually exist. The

box is built of specially-treated wood, fastened together with such perfection the box is all but watertight. The wood is treated with literally dozens of layers of an alchemically-treated lacquer, forming a transparent shell around the wood that is very nearly as strong as steel. Lacquer boxes do not come with an internal lock, but have an outer clasp to which a lock can be affixed.

The multiple treatings of lacquer give the box an elemental resistance of 10 against acid, cold, electrical and fire damage. It is not harmed by immersion in water, and can be held submerged for up to ten minutes before water begins to leak through the tiny seams around the lid. Rolo carries two basic sizes of boxes, a small one that can hold up to nine cubic inches, and a large one that can hold up to two cubic feet. The smaller box has a hardness of 10 and ten hit points; the larger box has a hardness of 15 and 30 hit points. They are available in a variety of colours, including black, blue, green, red and white. They are not available in yellow, as, according to Rolo, in the land where they are made, the colour yellow is reserved for the emperor and his family alone.

Rolo has found that few adventurers are willing to believe a lacquer box is really as sturdy and useful as it is, and claims he sells far more of them as pieces of art to noble ladies than anything else. Once a lacquer box is damaged, it cannot be repaired.

Lacquer Box (small): 40 gp; 8 lb.
Lacquer Box (large): 300 gp; 25 lb.

Rice Paper

Another product of the eastern lands Rolo has travelled, rice paper is a light (and extremely fragile) alternative to paper and parchment. It is also exceptionally thin, which is where its true value lies. A piece of rice paper can be placed over a written document, be it a map or the page of a book, and the words of the original document can still be seen, dimly, through the rice paper. This makes copying the original a simple matter, so long as enough light is present (a nearby torch is sufficient for the task). Additionally, a sheet of rice paper can be laid over an engraving and rubbed with a piece of charcoal, leaving the words or images of the engraving beneath outlined on the rice paper in a field of black. Using rice paper is a quick and easy method of making a copy of a document or engraving. Its use also grants a +4 circumstance bonus to any Forgery Skill checks made which involve copying or altering a document, though the Games Master may rule this bonus does not apply if the rice paper would give the item away as a forgery.

Rice Paper: 1 gp per sheet

Rubber

Those most of his customers believe this incredible material must be magical, or at the very least alchemical, Rolo maintains it is simply a normal substance squeezed from the sap of a normal tree, though that tree grows only in a land very nearly at the other end of the world. Properly prepared and cured, the sap forms a stiff yet springy substance which seems to be perfectly suited to literally dozens of purposes, from children's toys to quiet shoes to a watertight seal. With those two purposes in mind, Rolo usually sells most of the raw rubber he brings to town to Madrion Celeben at The Prudent Traveller (see page 167) or to Jahlia Burrens at For Every Occasion (see page 78).

Over the years, Rolo has found the two most consistently popular rubber items are raw rubber, ready to be formed into a new shape, and rubber balls. The balls were something he brought back from one of his trips on a lark, an item he thought might be purchased by parents as a toy for their children. He was amazed at the demand for the simple little things, and ever since has brought them back by the gross. Though many of them have become children's playthings, an equal amount have been kept by adults for their own enjoyment, and a number have even been purchased by adventurers, who (as they often do) have found a way to adapt this innocuous device to their own profession.

When dropped, a rubber ball will bounce back up from the ground, ascending to a height equal to half that from which it was dropped. In other words, a ball dropped from a height of 20 feet will hit the ground and bounce back up to a height of ten feet. If the ball is thrown against a rigid surface, it will rebound five feet for every two points of Strength possessed by the thrower before falling to the ground (where it will, obviously, continue to roll). Large rubber balls (about the size of a child's fist) are often used by adventurers in the depths of a dungeon as a means to set off traps and cause concealed foes to reveal themselves, though this tactic is by no means foolproof. By hurling the rubber ball toward the ground at an angle, the user can cause it to ricochet back and forth between floor and ceiling for a distance depending on his Strength score. While bouncing, the ball has a 50% chance to set off traps which are triggered by things like tripwires and pressure plates. It also has a 50% chance to strike an invisible object or person in its path, revealing the person or object's presence to anyone watching the path of the ball. Smaller rubber balls are less useful in this regard, but Rolo does sell them by the hundreds to aspiring rogues with a sense of humour. These little balls, about the size of marbles, are often used by rogues in place of marbles, despite the significantly higher cost. A bag of hundred or so tiny rubber balls can be poured out noiselessly onto the ground to impede and discourage pursuit. One bag covers a ten-foot square area. Any character moving into this area at more than a quarter of their base speed must make a Reflex check (DC 15) or immediately fall prone. Those running or charging into the area must make the check at DC 25 and suffer 1d4 points of non-lethal damage if they fail.

Raw rubber can be used to create all manner of items. Doing so requires merely the appropriate Craft skill, though the unfamiliarity and unusualness of rubber increases the DC of all checks made in creating an item from the stuff by two.

Rubber Ball, Large: 5 gp; 1 lb.
Rubber Ball, Small: 1 sp
Raw Rubber: 20 gp per pound

Herbs

The power inherent in herbs is known throughout the world, and Rolo has found the each land he visits has harnessed the properties of the native plants, for good, for ill or merely for enjoyment. He likes to bring some of the most interesting and useful concoctions with him when he returns to his little corner of the Marketplace of Marvels.

Boar's Heart

This bitter, acrid herb must be ground up and brewed as a tea to achieve its impressive effects. Anyone who drinks the tea (which must be consumed within two hours of brewing) feels a sense of detached strength and invincibility filling him. Boar's heart does not actually increase the strength of the drinker, nor does it make him invincible, but it does give him the ability to partially ignore pain. For a full hour after consuming the tea, all non-lethal damage against the drinker is cut in half for purposes of determining when he loses consciousness. He is aware of the pain, but he does not truly feel it.

Frequent use of boar's heart carries with it a significant disadvantage. Every time a character uses boar's heart, there is a 5% cumulative chance he will become addicted to the stuff, and will require doses of it at least every other day. If he does not receive those doses, he will suffer a –1 penalty on all attack rolls, ability checks and skill checks until he gets another dose. Going for 30 days without using boar's heart resets the chance to become addicted to zero, but once a character is addicted, he is addicted for life.

Boar's Heart: 25 gp per dose

Cat's Ears

In the jungle-covered mountain ranges of the southern lands grows a small plant with dark, glossy green leaves and tufted, feathery flowers. The nectar of these flowers, properly harvested and prepared, can be used to create and thick, syrupy liquid whose properties are exceptionally useful to people who have chosen

the path of adventuring, particularly rogues. When drunk, this liquid, commonly known as cat's ears, sharpens the hearing of the drinker, providing him with a +4 circumstance bonus on all Listen skill checks for the hour-long duration of the effect. Though tremendously beneficial, this effect does have a negative aspect for spellcasters. The augmented hearing given the drinker by the cat's ears herb allows the drinker to hear things that would normally be inaudible to him. This effect can be tremendously distracting, and the drinker suffers a –2 penalty on any Concentration skill checks made while under the effect of cat's ears. A normal dose of cat's ears is one ounce.

Cat's Ears (one ounce): 60 gp

Coca Leaf

This dark green leaf is native to a mountainous realm that lies nearly on the other side of the world, according to Rolo. The people of that land use it for all manner of medicinal purposes, but the simplest and most effective use of it is merely to suck on the leaf, a practice Rolo proclaims is nearly universal amongst the labourers of the land, and which, in his words, promotes 'the kind of feeling you normally get after a few good ales'. Use of coca leaf has several effects which are beneficial to an adventurer, at least in the short term. The juices the leaf releases are invigorating, reducing the amount of sleep and food the chewer needs. In game terms, chewing the coca leaf reduces the minimum rations and rest required by the chewer by half (for example, a human chewing coca leaf would only need four hours of sleep a night). Like most effects of herbs, however, this reduced need for food and sleep is illusory. Coca leaf will allow the chewer to operate on half his normal amount of food and sleep without penalty for three days, but after that length of time the penalties will begin to accumulate. However, as long as the character continues to use coca leaf, he will not be aware of those penalties, certain he is still operating at peak capacity even as the toll on his body mounts. The feeling granted by chewing coca leaf, however, is so pleasant it is difficult to stop, and as long as the character continues to chew the leaf, he will continue to eat only half his rations, and rest only half his normal time. To discontinue using coca leaf, the character must succeed with a Will saving throw (DC 15). Once he is successful, he can quit using the leaf, but if he ever uses it again, he must make another saving throw to stop again. A Medium-size creature needs two coca leaves each day to maintain its effects. Strangely, elves cannot tolerate the taste of coca leaf.

Coca Leaf: 5 gp per leaf

Crawling Powder

This grey-green powder is actually the dried and ground-up leaves of a crawling vine native to an island in the distant east, or so Rolo claims. The powder does not actually crawl, or move on its own in any way. Rather, its name comes from the sensation it creates when placed on bare skin. It causes a distracting, infuriating, itching sensation that is impossible to ignore, and endures until the affected area is washed off with water. Any creature struck by crawling powder and is susceptible to its effects suffers a -1 penalty to all attack rolls and skill checks until the powder has been washed off. Crawling powder is effective against living creatures with bare or furry skin; it does not affect scaled creatures, constructs or undead. A packet of crawling powder may be thrown as a ranged attack against an opponent's touch armour class with a maximum range of 15 feet. The attacker suffers a –4 on his attack roll to hit with crawling powder. Clothing and armour do not protect against crawling powder, as the tiny grains quickly find their way through any such coverings. Crawling powder is sold in single use packets.

Crawling Powder (1 oz. packet): 10 gp

Humanherb

Humanherb, Rolo claims, is his own name for this unusual spice. He insists that the plant's true name is impossible to pronounce for those who do not speak the language of the small island where it is grown, and that he has neither the time nor the inclination to give lessons.

Humanherb may be used as either a spice or a poison, depending upon the creature ingesting it. For humans, it adds a delightful, tangy flavour to foods. Any other race, from elves to orcs, that consumes humanherb is rendered deathly ill by the effects of what is, to them, an ingested poison (Fortitude save DC 16, initial and secondary damage 1d4 Constitution). Half-elves and half-orcs (and potentially any other human hybrid) can tolerate the spice, though it does make them ill (Fortitude save DC 12, initial and secondary damage one point of Constitution). A single pinch of the herb is enough to flavour or poison one person's meal.

Humanherb: 10 gp per pinch

Nanacatl

The name nanacatl refers to a fungus Rolo brings back with him on his trips to the distant southern lands. He does not sell the fungus in its natural state, but rather he dries it, grinds it into a powder and suspends it in an alchemical solution of water and various herbs, creating a sort of non-magical potion. The amount of nanacatl used in these potions is carefully measured to produce the positive effects that make this item so highly sought, and so highly priced. Consuming a nancatl potion temporarily raises the drinker's Constitution score by 2d4 points, which adds the usual benefits to hit points, Fortitude saves, Constitution checks and so forth. Additionally, it reduces any nonlethal damage the character has suffered (or suffers while the nanacatl is in effect) by half. The nanacatl remains in effect for a number of hours equal to half the bonus it granted to Constitution.

Rolo strongly cautions his customers against drinking more than one of these in any 24-hour period. Doing so reveals the reason the nanacatl must be so carefully measured. Taking too much of it into the body results in severely unpleasant, even dangerous, side effects. Within one minute of taking a second, dose the drinker will begin to feel sick, expressed as a loss of 1d4 points of Constitution. For the next 12 hours, he will be weak and nauseous, prone to frequent vomiting, and suffering a –4 penalty to all attack rolls, ability checks, saving throws and skill checks. After the first 12 hours elapse, those symptoms continue, but the drinker will be too overcome with hallucinations to take any action. After another 12 hours, the last of the nanacatl will have worked its way through his system and he will begin to recover. Using the Heal skill on the character is useless, the effects of the overdose of nanacatl can only be removed with a *neutralise poison* spell.

Nanacatl: 400 gp per dose

Noseblind

This humble herb is the bane of any creature that tracks by scent. Effective against everything from guard dogs and bloodhounds to the mightiest of dragons, noseblind is an herb that, when dried and ground into a fine powder, will severely restrict the sense of smell of any creature inhaling it. Noseblind is most often used as a means of avoiding pursuit; sprinkling an ounce of so of it on the ground is enough to neutralise a pack of bloodhounds. It is also used by those who wish to escape detection altogether, such as a thief slipping into an estate guarded by dogs. If cast into the air, the powder is fine enough that it will hang in the air in sufficient quantity to affect anything passing through the area for up to one minute. A creature that breathes in noseblind has its sense of smell deadened, such that it is subject to a –20 penalty on any Skill checks involving its ability to smell.

Noseblind: 10 gp per oz.

Tobacco Leaf

Tobacco is a broad-leafed plant native to another continent. It is dried, shredded and smoked in a pipe. Rolo himself swears by the plant, calling all other pipe fillings 'worthless, stinking weeds.' Smoking tobacco leaf stimulates the mind, making the smoker feel calm and alert. For one hour after smoking a pipe bowl of tobacco leaf, the user enjoys a +1 circumstance bonus on all skill checks for skills based on Intelligence, as well as all Concentration skill

checks. However, continued use of tobacco leaf can lead to addiction to the herb. Withdrawal from that addiction, when there is no tobacco leaf to be had, can be a painful process. Any day an addicted character goes without tobacco, he is not only extremely grouchy, but he also suffers a –1 penalty to all skill checks. If the character endures two months with no tobacco, he will be free of the penalties, but will always long for one more bowl of tobacco leaf. One ounce of shredded tobacco leaf contains enough of the herb for ten full pipe bowls.

Tobacco Leaf: 10 gp per oz.

Perfumes

Many perfumes are closely related to herbs and herbalism, but as Rolo considers them separate items, they are presented here in that manner. As perfume is expensive and easily transported, Rolo carries a fair number of them in his investory. Those perfumes listed below are the ones he sells which do a little bit more than make the user smell nice.

Aftersleep

The potent effects of this perfume have nothing to do with its pleasant aroma, just as its name has nothing to do with its scent and everything to do with the manner in which the perfume is employed. In truth, it is as much a poison as it is a perfume, but Rolo sells it as a perfume in deference to its unusual properties and the way in which it is used. The smell of aftersleep, while always pleasant, changes dramatically upon reacting to the individual wearing it, making it all but impossible to tell when someone is wearing aftersleep, as the scent will always be unique to each person. Aftersleep works as a very slow-acting inhaled poison, its initial effect does not occur until a full five minutes after contact and its secondary effects not for half an hour. The initial effect of aftersleep is the temporary loss of 1d6 Wisdom; the secondary effect is unconsciousness. Aftersleep is only effective against anyone within five feet of the wearer. Further, in order to be affected, one must remain within five feet of the wearer for at least one minute.

Aftersleep is extremely popular with female assassins and larcenous prostitutes, who count on the wit-numbing properties of the poison's initial effect to lure a target into a more private setting, usually with the promise of sex. When the poison's secondary effect renders the target unconscious, the target may be killed or robbed with ease. The poison's name is taken from this secondary effect. Those using aftersleep must also use the antidote, or the poison will affect them as well. Aftersleep remains effective for three hours after application.

Aftersleep: 200 gp per dose

Aftersleep Antidote

This bitter, sludgy concoction provides the drinker with complete protection from the aftersleep poison. It must be taken before exposure to aftersleep.

Aftersleep Antidote: 50 gp per dose

Heartberry Essence

This expensive extract is made from the pits of a strange little red fruit known as a heartberry, a rare plant even in the distant land in which it grows. Despite the price tag, however, men have found it a very worthwhile purchase for centuries. When worn by a man (including the men of humanoid races), the perfume gives off a scent than females find strangely compelling, making the man himself seem more and more attractive. Heartberry essence grants the man wearing it a +2 bonus on his attempts to influence the reactions of female Non-Player Characters. The effect is limited to females who might realistically have some attraction toward him, thus only members of similar races are affected. Though this item has a pleasing scent whether or not it is worn by a person, it has no specific game effects while still in the phial. The scent remains effective for three hours after application.

Heartberry Essence: 150 gp per phial of 50 applications

Lowthorn Musk

This perfume is squeezed from the roots of the lowthorn plant, a particularly nasty bush (according to Rolo) that grows on the edge of the southern jungles. The thick, earthy smell of lowthorn musk, while objectionable but not intolerable to most humans and humanoids, has an altogether different effect on most canine species. A person wearing it gives off a scent recognised by dogs and wolves as the scent of a pack leader. Lowthorn musk grants the individual wearing it a +1 circumstance bonus on his attempts to influence the reactions of dogs and wolves. Additionally, it grants a druid or ranger a +3 circumstance bonus on his wild empathy checks, and provides a +2 circumstance bonus to Handle Animal skill checks. However, all felines have an instinctive antipathy towards this smell, and all bonuses it grants to checks involving dogs or wolves are automatically translated into penalties against felines. Lowthorn musk works on all dog and wolf species, even including blink dogs and worgs, except for winter wolves, who are inexplicably immune. The scent remains effective for eight hours after application.

Lowthorn Musk: 200 gp per phial of 50 applications

Midnight Iris Perfume

This expensive perfume is made from the oil of the midnight iris, an extremely rare flower even in the distant land that is its home. Despite the price tag, however, women have found it a very worthwhile purchase for centuries. When worn by a woman (including the women of humanoid races), the perfume gives off a scent than males find strangely compelling, making the woman herself seem more and more attractive. Midnight iris perfume grants the woman wearing it a +2 bonus on her attempts to influence the reactions of male Non-Player Characters. The effect is limited to males who might realistically have some attraction toward her, thus only members of similar races are affected. Though this item has a pleasing scent whether or not it is worn by a person, it has no specific game effects while still in the phial. The scent remains effective for four hours after application.

Midnight Iris Perfume: 100 gp per phial of 50 applications

Odourless Perfume

When asked about the composition of this oily, green-tinted liquid, Rolo merely says it is an extremely rare mixture of saps and juices from several different trees and fruits, none of which grow within 1,000 miles of the Marketplace of Marvels. Odourless perfume is unique among perfumes in that it has no odour to it whatsoever. However, its value lies not in its lack of smell, but in the fact that it completely masks the smell of the person wearing it. Upon applying odourless perfume, the individual wearing it becomes nearly impossible to detect by use of the scent ability, much as someone using an *invisibility* spell becomes impossible to detect by sight. Odourless perfume lasts for two hours after application. It is also effective against aquatic creatures with the scent ability, though immersion in water cuts the longevity of the perfume to one hour. Note that the perfume affects only the individual wearing it; a shark tracking the scent of blood from a wound will not be affected if the bleeding individual happens to be wearing odourless perfume. This perfume can also be applied to an object to mask its smell.

Odourless Perfume: 500 gp per phial of 5 applications

Poisons

The three locked and double-locked adamantine strongboxes behind the makeshift counter is where Rolo stores the deadly poisons he has brought back from the four corners of the world. 'Hard as it may be to imagine', he tells potential buyers, 'the simple bark of a tree can be a far deadlier thing than an angry wizard.' Rolo is extremely careful about who he sells poison to, having no wish to be even peripherally involved in a botched assassination.

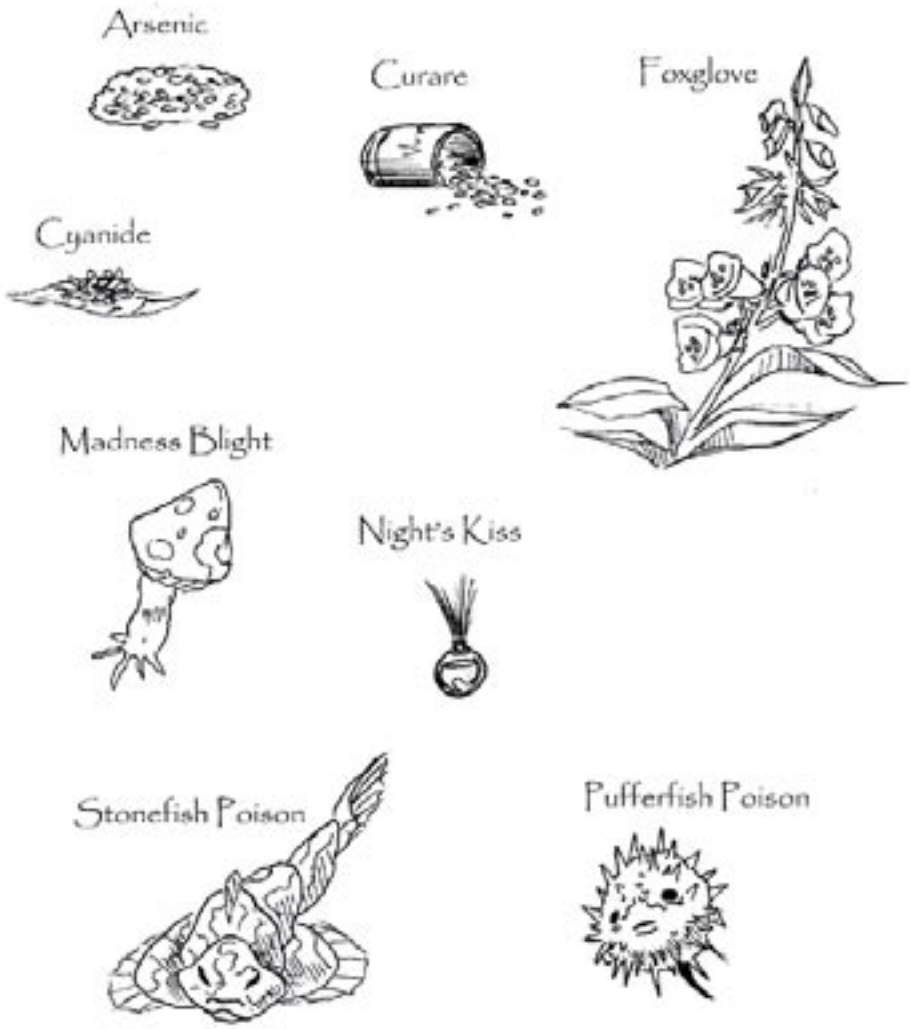
Arsenic

Arsenic is one of the oldest poisons in existence, simply because its use requires no extensive preparation work. It is a metal ore that can be found in some areas of the world, and though rare, it is not so uncommon that it is not the poison of choice for many fledgling assassins. Arsenic is an ingested poison. It causes massive disruptions in the digestive system of most creatures, sometimes leading to the creature's death from shock. Arsenic poisoning has an initial damage of one Constitution and a secondary damage of 1d8 Constitution, which can be overcome with a successful Fortitude save (DC 13). A standard dose of arsenic is one ounce.

Arsenic (1 dose): 120 gp

Curare

Discussion of this poison appears to make Rolo extremely uncomfortable, though he will not say why. Curare is a poison prepared from the bark of certain trees that grow in a distant land Rolo will not identify. Scrapings from the bark are mixed with snake venom and boiled to produce this deadly, horrifying poison. Though it is completely harmless if



inhaled, touched or ingested (it does have a bitter flavour), curare is almost always deadly if introduced to the body through an injury. A single ounce of curare is poisonous enough to kill ten people. Rather than dealing damage directly to the victim's Constitution, as most poisons do, curare paralyses the victim, causing him to stop breathing and die. Curare poisoning has an initial damage of 1d6 Strength and a secondary damage of 2d6 Strength, which can be overcome with a successful Fortitude save (DC 22). A character whose Strength is reduced to zero or less as a result of curare poisoning loses all muscle control and is no longer able to breathe, though he may continue to hold his last breath. Unless he is quickly assisted by someone with the Heal skill, or someone able to magically neutralise the poison, he is in danger of drowning (see *DMG*).

Curare (1 lethal dose): 1,200 gp

Cyanide

Extremely difficult and dangerous to harvest, cyanide is one of the most lethal poisons in the world. It is also extremely versatile, and can be created as an ingested, inhaled or injury poison. Cyanide is a natural poison harvested from certain nuts and fruit seeds found only in distant lands. Rolo carries very little of this deadly poison, as even in the lands where it can be made, it is a rarity. Additionally, it is dangerous to transport, particularly as a gaseous poison. A single ounce of cyanide, if ingested or injected, contains approximately 100 lethal doses of the poison. A small phial the size of a fingernail, filled with gaseous cyanide, contains enough poison to make 1,000 cubic feet of air deadly to anyone within it when the phial is broken. Cyanide poisoning has an initial damage of 2d6 Constitution and a secondary damage of 4d6 Constitution, which can be overcome with a successful Fortitude save (DC 22).

Cyanide (1 lethal dose): 5,000 gp for cyanide salts (ingested or injected); 6,500 gp for gaseous cyanide

Foxglove

A beautiful flower with tiny, bell-shaped blossoms, foxglove is also a deadly ingested poison. The entire plant is possessed of these poisonous properties, and when used as a poison is commonly ground up and dried, turning it into a powder which dissolves quickly in food or liquid. A lethal dose of this powder is approximately half an ounce. Foxglove poisoning has an initial damage of 1d6 Constitution and a secondary damage of 2d6 Constitution, which can be overcome with a successful Fortitude save (DC 17).

Foxglove has a number of medicinal uses as well, and is a favourite of many herbalists. It can also be used to terminate an unwanted pregnancy, though that is a dangerous endeavour. It involves the mother taking a carefully formulated dose of foxglove and other herbs for three days, which renders her deathly ill and bedridden (1d3 Constitution per day of the treatment). Correctly preparing the foxglove for this regimen requires a Heal skill check DC 20. If the skill check roll is failed by more than five, the individual making the roll has inadvertently prepared a lethal dose of foxglove poison.

Foxglove (1 lethal dose): 200 gp

Madness Blight

In his far-flung travels, Rolo has encountered all manner of people and poisons, but he believes this is the strangest he has ever seen. Crafted by a primitive tribe of woodland humans, madness blight is made from the essence of a certain toadstool that grows only in that one forest. The poison causes no actual physical damage, but does render him all but helpless from the madness coursing through his body. Madness blight can be created as an ingested or injury poison. Madness blight poisoning has an initial damage of *fear* (as the spell) and a secondary damage of *confusion* (as the spell), both of which can be overcome with a successful Fortitude save (DC 18). The effects of madness blight last for one hour.

Madness Blight (1 dose): 800 gp

Night's Kiss

The name night's kiss is not the real name of this poison, according to Rolo. Rather, in the land from which it comes, the poison is named borrachan, but the old name was discarded in favour of the more colourful new name in deference to the way this poison is commonly used.

Night's kiss is not deadly, or even directly dangerous. It is a contact poison, with an initial damage of paralysation and a secondary damage of unconsciousness, both of which can be resisted with a successful Fortitude saving throw (DC 21). The paralysation is accompanied by a feeling of tremendous euphoria, and according to Rolo, this poison is actually used in very small quantities as a recreation drug amongst the people who produce it.

The name night's kiss comes from the widespread practice of assassins, crooked prostitutes and assorted others of administering the poison through a kiss. The would-be poisoner usually drinks a phial of antitoxin, applies the night's kiss to his lips and seeks out a specific or potential target, depending on his goals. If the antitoxin is ineffective, the poisoner is in no real danger, though he is out the considerable cost of the poison. Recently, the use of skinseal (a product available at The Alchemist's Pestle) has become the preferred method of delivering night's kiss, eliminating the need for antitoxin and the concerns of wasting a phial of perfectly good poison.

Night's Kiss (1 dose): 175 gp

Pufferfish Poison

Dredged from the seas of the mysterious lands of the east comes what may be the most potent ingested poison in the world. Rolo claims the fish from which this poison is taken is considered a delicacy in some of the lands he has visited, and that preparing it is the consummate test of a chef's skill, as one minor mistake can unleash the fish's poison into the food. The poison is actually taken from the fish's organs, which are dried and ground into a fine powder in order to be transported and sold. A single ounce of this powder contains enough poison to kill 50 men, according to Rolo. Pufferfish poisoning has an initial damage of 2d6 Constitution and a secondary damage of 2d6 Constitution, which can be overcome with a successful Fortitude save (DC 24).

Pufferfish Poison (1 lethal dose): 1,500 gp

Stonefish Poison

Rolo tells tales of his journeys to the south, of sailing over shimmering, shallow seas, and the creatures that inhabited the perfectly clear waters beneath. One of the strangest of these, he claims, is the stonefish, a creature that, no more than a foot or so in length, does not look like a living thing at all. In fact, the fish resembles an encrusted rock, and is extremely difficult to discern from the actual rocks in which it makes its home. What makes this camouflage so dangerous, Rolo claims, is the poison the fish produces, some of the deadliest in the world. The fish has a series of spines along its back, which inject poison into anyone or anything foolish enough to touch it. The spines can be harvested and milked, however, yielding one of the deadliest injury poisons available anywhere in the world. Stonefish poison has an initial damage of 1d6 Constitution and a secondary damage of 3d6 Constitution, which can be overcome with a successful Fortitude save (DC 23).

Stonefish Poison (1 lethal dose): 2,000 gp

Weapons

'I've been from one side of the world to the other', Rolo likes to say. 'And there is one thing I've found is true every place I've gone. People are at their most inventive when they're creating new ways to kill each other.' As proof of his point, Rolo offers a selection of weapons he has brought back from the far reaches of the world, weapons which may look and feel strange, but which are every bit as lethal as a long sword.

Akanda Short Sword

The akanda short sword is extremely similar in most ways to a common short sword, save that its blade is wedge-shaped, rather than straight. However, its balance is remarkably different from a standard short sword, as its pommel is constructed of a large, heavy metal disk. Someone skilled with the use of this oddly-weighted weapon can use the pommel in combat as readily as the blade, providing the wielder with a bludgeoning weapon as well as a stabbing weapon.

Akanda Short Sword: Small Exotic Weapon; 30 gp; Dmg (S) 1d4, Dmg (M) 1d6; Critical 19–20/x2; 4 lb.; Bludgeoning or Piercing

Bungi Throwing Knife

An odd and frightening-looking weapon from the jungles of the southern lands, the bungi throwing knife consists of a handle wrapped in bull hide, from which sprouts a beaten metal blade. This blade has three large 'spurs' on it, jutting out in three different directions, each of them a blade in and of itself. The three blades make it more likely for one of the weapon's sharp ends to strike an enemy at which it is thrown, granting the attacker a +1 circumstance bonus on his attack roll.

Bungi Throwing Knife: Tiny Martial Weapon; 15 gp; Dmg (S) 1d3, Dmg (M) 1d4; Critical 18–20/x3; Range 20 ft.; 2 lb.; Piercing

Butterfly Sword

This odd and rather expensive weapon is more impressive in a combat display than in actual combat. The butterfly sword is actually two swords held together at the hilt, as in more common double weapons. The sword blades are the length of a short sword, however, they have a gentle curve and are sharpened on only one side. The weapon can be used as a double weapon or, as a free action, the wielder can separate the two blades, creating two short swords, allowing him to wield one sword in each hand or give one of the blades to an unarmed ally.

Butterfly Sword (blades attached): Medium Exotic Weapon; 300 gp; Dmg (S) 1d4/1d4, Dmg (M) 1d6/1d6; Critical 19–20/x2; 5 lb.; Slashing

Butterfly Sword (detached blade): Small Martial Weapon; Dmg (S) 1d4, Dmg (M) 1d6; Critical 19–20/x2; 2 lb.; Slashing

Jutte

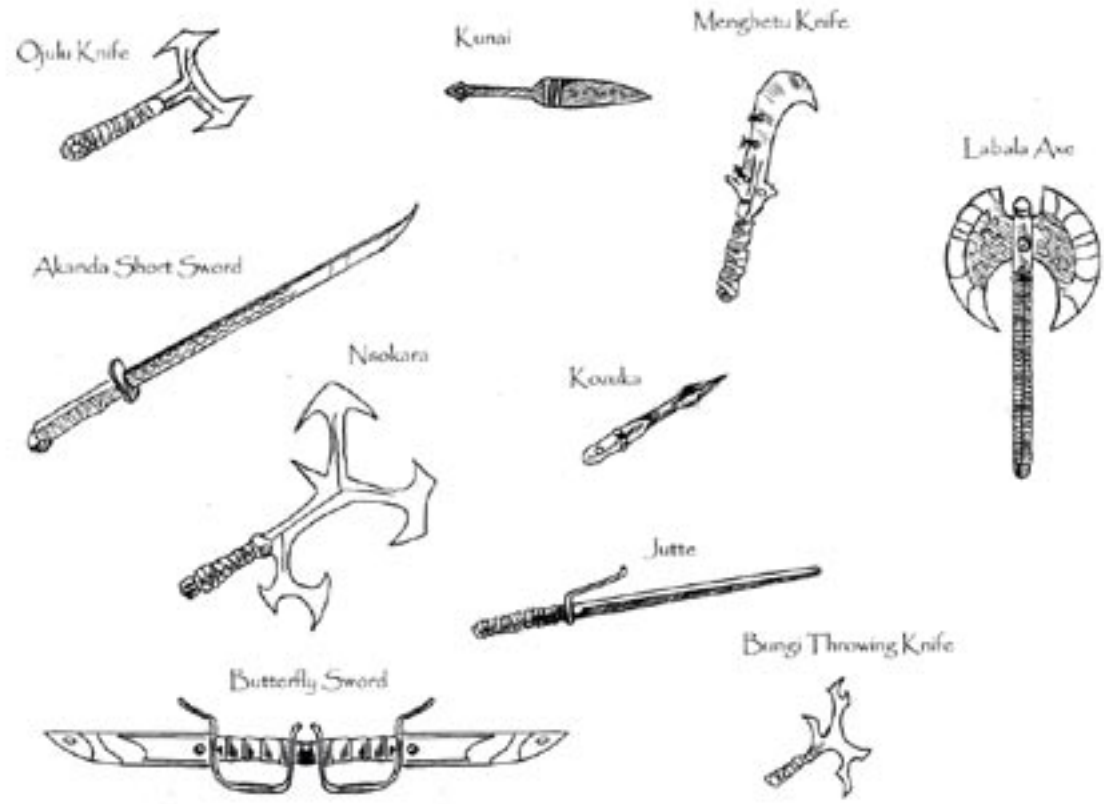
According to Rolo, this weapon sees widespread service in the distant eastern lands, where it is used by everyone from mercenaries to law enforcement. It is a metal baton slightly more than two feet in length, with one end wrapped in a fabric grip. Just above the grip is an spur jutting out from the side in the shape of an 'L'. The jutte is a perfectly serviceable club, but is far more useful for snagging or breaking an enemy's weapon, or for tripping him and sending him sprawling on the ground. The wielder of a jutte gains a +1 circumstance bonus to his roll when attempting to disarm or trip a foe. Because the weapon is designed to aid in breaking an opponent's weapon, the jutte does not impose the usual –4 penalty on a sunder attempt that the wielder of a light weapon normally suffers.

Jutte: Small Martial Weapon; 40 gp; Dmg (S) 1d4, Dmg (M) 1d6; Critical x2; Range 10 ft.; 3 lb.; Bludgeoning

Kozuka

A weapon brought back from the east by Rolo, a kozuka is a tiny knife forged from the same steel as the deadly swords of that region. It is small enough to hidden almost anywhere, though it is most commonly concealed in the scabbard of a larger weapon. It has many uses, as knives do, but also makes an excellent thrown weapon. Rolo claims to have watched dozens of children practise throwing these tiny blades from sunup to sundown, and insists these children are as deadly accurate with a thrown weapon as any assassin he has every met.

Kozuka: Tiny Martial Weapon; 15 gp; Dmg (S) 1d2, Dmg (M) 1d3; Critical x3; Range 20 ft.; 1 lb.; Piercing



Kunai

A weapon brought back by Rolo from the distant eastern lands, the kunai is a thick-bladed knife with a cloth grip and a hole in the pommel. The blade of the knife is broad and diamond-shaped, capable of producing wide wounds that bleed profusely and are difficult to staunch. A wound dealt by a kunai will continue to bleed for 1d3 rounds after the knife is removed, causing an additional one hit point of damage each round it continues to bleed.

Kunai: Tiny Simple Weapon; 20 gp; Dmg (S) 1d3, Dmg (M) 1d4; Critical 19–20/x3; Range 10 ft.; 1 lb.; Piercing

Labala Axe

The labala axe seems almost as much a piece of artwork as a weapon, and Rolo confides to his customers that he sells more of them to collectors than to warriors. It seems like a stylised representation of a man standing with his legs together and his arms raised above his head, but bent at the elbow, forming two half circles that leave only a small gap above the 'head'. The wire-wrapped handle of the axe is where the man's ankles would be. In the hands of a skilled warrior, the labala axe is extremely well-suited for disarming attempts. Anyone wielding a labala axe who makes a disarm attempt against a foe will gain a +1 circumstance bonus on his disarming roll. Unlike most axes, the labala axe is a single piece of metal, rather than a metal head mounted on a wooden haft.

Labala Axe: Medium Martial Weapon: 50 gp; Dmg (S) 1d6, Dmg (M) 1d8; Critical x3; 5 lb.; Slashing

Mengbetu Knife

This short, heavy-bladed knife has a large, curved beak at the end. The sharpest edge of the knife runs along the inside of the curve forming the beak, though the knife is double-edged and either side can be used to attack. The knife's beak makes it exceptionally useful for snagging objects, as well as simple fighting. Anyone wielding a mengbetu knife who makes a disarm attempt against a foe will gain a +1 circumstance bonus on his disarming roll.

Mengbetu Knife: Tiny Martial Weapon: 10 gp; Dmg (S) 1d3, Dmg (M) 1d4; Critical 20/x3; Range 10 ft.; 2 lb.; Slashing

Nsokara

The nsokara is much like the bangi throwing knife, but significantly larger. Measuring 20 inches from the base of the grip to the furthest point of the branching blade, the nsokara is often called simply the 'sabre-knife' in deference to its size. This blade has three large 'spurs' on it, jutting out in three different directions, each of them a blade in and of itself. The three blades make it more likely for one of the weapon's sharp ends to strike an enemy at which it is thrown, granting the attacker a +1 circumstance bonus on his attack roll.

Nsokara: Small Martial Weapon; 35 gp; Dmg (S) 1d6, Dmg (M) 1d8; Critical 18–20/x3; Range 10 ft.; 4 lb.; Piercing

Ojulu Knife

Rolo assures his customers that this is one of the most common weapons of the southern lands, and is commonly called a 'fang knife' by those who wield them. It has a long, wide, double-edged blade, only a little smaller than that of a short sword. The blade actually ends four inches above the hilt, with a flared 'fang' on either side of the blade. The fangs are intended to enter the body of an opponent and cause additional damage when they are pulled free. Any attack with the ojulu knife that deals maximum damage on the weapon's damage die means the weapon has plunged deeply enough into the enemy that the blade's fangs have entered the body. The knife then deals an additional 1d3 points of damage when it is pulled free. In the case of a critical hit, the additional 1d3 damage is automatic, but is not doubled.

Ojulu Knife: Small Martial Weapon: 40 gp; Dmg (S) 1d4, Dmg (M) 1d6; Critical 19–20/x2; Range 10 ft.; 4 lb.; Piercing

Treasures From Beyond: Extraplanar Oddities

Something about this market stall is not quite normal. It is not only the purple and pink stripes on one side of the tent, or the leather multicoloured rags on the other; it is not only the weird-shaped wind chimes hanging from the tent sign ('Treasures From Beyond') or the assortment of bizarre bits and bobs scattered around the entrance. There is something out of place about this store, something that makes your skin tingle just looking at it. As you ignore the little voice in your head and go inside anyway, you are greeted by a strangely beautiful woman with dark purple hair and sparkling eyes. She is dressed in a jacket, travelling boots and working pants, all of it made of what appears to be purple leather, filled with pockets, buckles and assorted accessories. She gives a weird smile and motions you to come in. 'Well well, if it isn't a pretty bouquet of adventurers from the Material World', she says with a voice that sounds like a faraway wind, 'please come on in and eyeball my wares… all of it guaranteed out of this world!" She winks. "Seriously now, welcome to my collection… feel free to ask about an item's function before touching it… in this store, you never know what you want to buy until you ask Kay about it! Heh!'

Treasures From Beyond is doubtlessly the weirdest store in the Marketplace of Marvels, which is saying something considering the strangeness displayed and available in most of the other stalls. This is due not only to the actual store's outlandish appearance, but mostly to the merchandise it sells – tools, weapons and riches from the Outer Planes. Most of the Marketplace's customers are unaware of this fact and they instinctively avoid the store; this, combined with the fact the store is always located in some dark, hard to reach corner far from the crowded pathways, makes Treasures From Beyond one of the least visited stalls in the Marketplace. This is just fine to the owner of the store, who likes secrecy and mystery as much as the next planar traveller.

The woman known only as 'Kay' would be the model of the adventuring woman – comfortable leather attire, a lot of pockets, an ironic smile and quite a bit of wanderlust – were it not for her purple hair and eyes and the absent, foreign feel permeating her voice and mannerisms. While the Marketplace is out of business, Kay takes the opportunity to travel between the planes, collecting stuff for her store. She does not care about the relative lack of patronage – her articles are expensive enough not to worry about her sales; besides she does not like crowds or endless enquiries, and her unknowable wares always raise questions from potential buyers.

Curiosities

This section of the Treasures from Beyond store includes assorted knick-knacks and mysterious artefacts of varied functions and purposes, appealing mostly for the simple fact of being extraplanar. Their variety is such they cannot be grouped under any other single category.

Archon Feather

An archon feather is, as its name subtly implies, a feather taken from the body of an archon. It is extremely useful as a writing quill, granting supernatural grace and style to the user's calligraphy; in addition, it can help the writing of divine spell scrolls.

It is very rare to find archon feathers by chance and any creature that actively seeks and collects them is asking for trouble, as archons are bound to notice and take offence sooner than later. Therefore, Kay usually has no archon feathers for sale; when she does, there are no more than one or two available at the same time – and they are quite expensive.

Any character using an archon feather to write a common document gains a +1 bonus on any checks related to the quality of his writing. The chance to erase documents written with archon feathers via an *erase* spell is reduced by 20% (100% becomes 80%; 90% becomes 70%). If an archon feather is used for magical writing, the DC to erase it via an *erase* spell increases by one.

If a good-aligned creature (only) uses an archon feather to inscribe a written divine spell, such as a *glyph of warding*, or a divine spell scroll, the spell's effective caster level and its save DC are increased by one, as well as the DC to erase the writing.

Archon Feather: 8,000 gp; 0 lb.

Bottled Shadow

This appears as a bottle of black ink with a black stopper. When the stopper is removed, however, a shadowy substance pours from the bottle. When poured, the bottle fills an area with deep darkness; this is not a magical effect but a patch of pure darkness brought from the plane of shadow. As the unadulterated quality of its darkness is hard to imitate by any normal or magical means in the mortal plane, bottled shadow is a highly prized article for thieves and spies.

When poured out of its container, bottled shadow fills a 40-foot cube area with the deepest darkness imaginable, brought unadulterated from its source at the plane of shadow. Such darkness is impenetrable even by darkvision or the highest-level light spells; no kind of normal light can dissipate it. It is not affected by *dispel magic,* as it is not magical itself. The only way to dissipate this magical darkness other than waiting it out is via certain specific spells. A focused *control weather* or *control winds* spell dissipates the darkness immediately; a *gust of wind* spell reduces the darkness' total duration by one full day. Other than this, the affected area remains filled with darkness for 3d6 days, after which it dissipates back to the plane it came from.

For as long as the darkness effect remains, no actions requiring vision are possible in the affected area; all creatures inside it are treated as being invisible (50% miss chance, creatures lose their Dex bonus to AC against their attacks). All Hide checks made inside the area automatically succeed.

Bottled Shadow: 1,500 gp; 1 lb.

Bottled Voice

As its name implies, this product is a bottle containing the voice of a creature, packaged via unknown extraplanar means. Planar travellers have access to the voices of countless creature types, from the most beastly roars to the mighty bellowing of angels, from little girl's cries to the belches of drunk astral pirates. Bottled voices are labelled according to gender and creature type; available presentations usually include all speaking creature types (dragon, giant, humanoid (by subtype), outsider (by subtype) and monstrous humanoid) in versions for either gender. Therefore, a customer may for example buy a 'female dragon', 'male giant' or 'male monstrous humanoid' bottled voice. More specific and rare voices can be commissioned to order, though there is no guarantee they will be available within many months or even years. The bottled voice comes in liquid form and it is perfectly drinkable. By drinking a full bottled voice, the drinker's voice changes to the one advertised in the bottle label, which is a great tool for practical jokes and effective disguises.

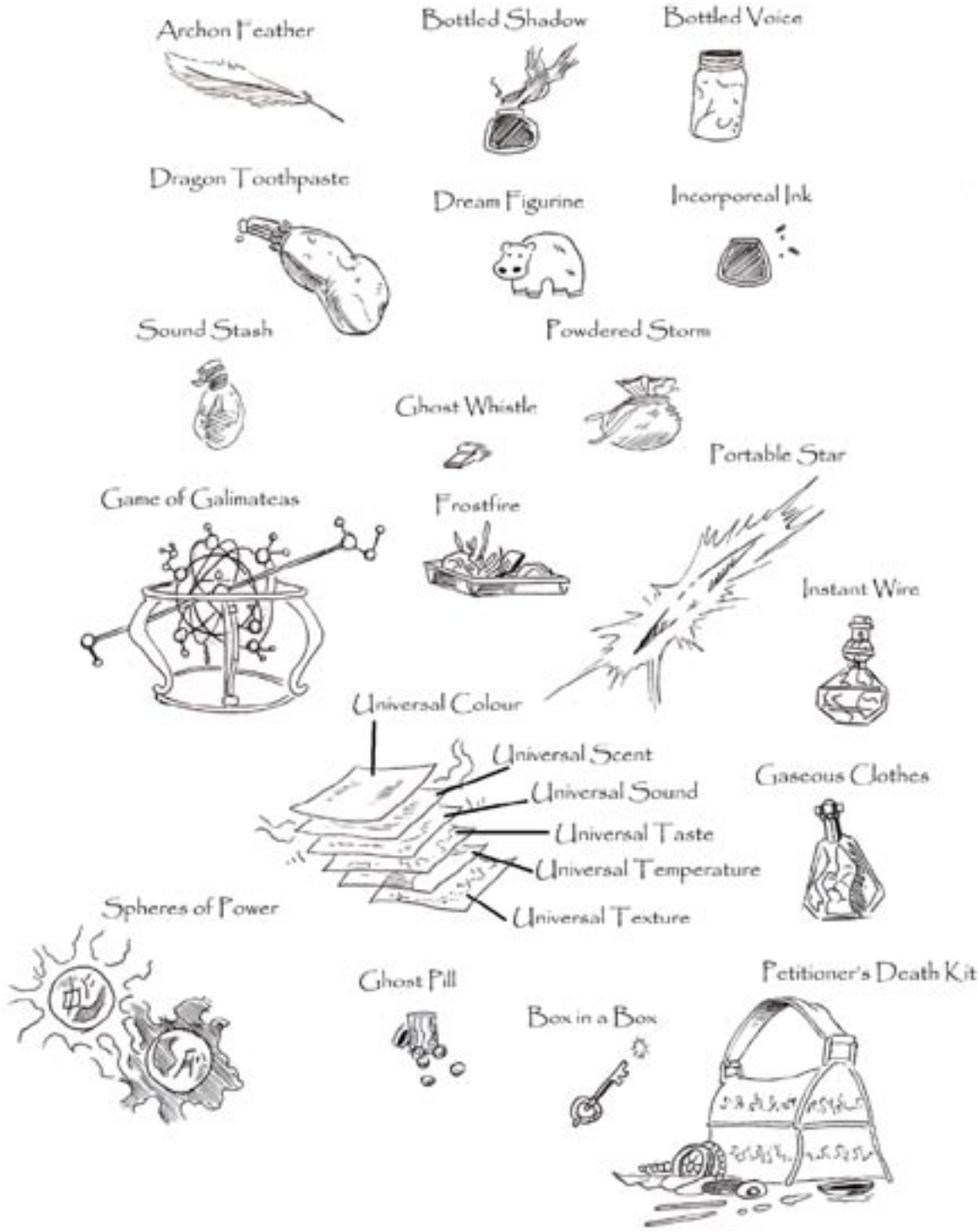
A character that has ingested a bottled voice gains a +4 bonus on Bluff and Disguise checks made to appear as the creature the voice belongs to. When the Bluff or Disguise check specifically involves speaking, such as giving a password or report during a spy mission, the bonus increases to +8. The character retains the new voice for a full 24 hours, after which his normal voice returns. If a character drinks more than one bottled voice within a 24-hour frame, only the last voice ingested applies. Thus if a character drinks a female human bottled voice and a male giant bottled voice 12 hours later, he immediately loses the female human voice

and gains a male giant voice for the next 24 hours.

Bottled Voice: 500 gp; 1 lb.

Dragon Toothpaste

Although listed as an extraplanar item, this substance was designed in an alternate material plane. The formula went on to be sold everywhere salesmen have access to the expensive and rare elemental substances required to make it. Dragon toothpaste is a mix of specific herbs and alchemical substances, together with prime matter from a single elemental plane. Each of the five types of dragon toothpaste uses a single separate kind of prime matter: elemental earth for air and



water dragon toothpaste, elemental fire for cold dragon toothpaste, elemental water for earth dragon toothpaste and elemental cold for fire dragon toothpaste. As can be easily deduced, dragon toothpaste is designed to weaken the breath weapon of a dragon of the corresponding type. Its application, however, entails enormous risk for the user. Dragon toothpaste is available in single-dose leather bags, labelled with the dragon type the product is meant for.

The first sample of dragon toothpaste was a mix of specific aromatic herbs, spices, alchemical substances and prime elemental cold matter; it was created by the gnomish alchemist and explorer Ginyak, as an elaborate joke about a firebreathing dragon's 'bad breath'. Ginyak never got around to use his invention, though his recipe survived him and was found by elementalist wizard masters, who turned it into a usable, versatile formula, adaptable to affect any kind of dragon (not only firebreathing ones). Currently dragon toothpaste is sold everywhere near the elemental planes, though very few customers are brave enough to carry and use it.

A dose of dragon toothpaste must be thrown against a dragon's mouth to have any effect; this requires making a ranged touch attack against the dragon, at a –4 penalty. Alternatively, the character may attempt to directly rub the toothpaste on a dragon's mouth, which requires as a melee touch attack; this has no inherent penalty to the attack roll but counts as a full-round action that provokes an attack of opportunity.

If the attack succeeds, the toothpaste takes 2d4 rounds to set in. Once a load of dragon toothpaste has set in, the affected dragon can only use its breath weapon once per hour; in addition, the range and damage of his breath weapon are reduced to one-third (round fractions up). Finally, the save DC of the affected breath weapon is reduced by four. The effects of a single dragon toothpaste dose last for 24 hours, after which the toothpaste evaporates and the dragon can use its breath weapon normally again.

Dragon toothpaste only affects elemental-based breath weapons, that is, those dealing acid, cold, fire or lightning damage; other kinds of breath weapon are unaffected. Therefore, dragons with more than one breath weapon have their elemental breath weapon weakened but retain normal use of the other one.

Dragon Toothpaste: 9,000 gp; 1 lb.

Dream Figurine

These nice, ingenious devices are literally shaped from the stuff of dreams. A dream figurine appears somewhat like a fancily shaped cookie, made to resemble the silhouette of a creature or object, though its consistency is rather like modelling clay. Dream figurines are actually modelled from dream matter and exported to other planes, mainly the mortal world. They are a rare commodity, as they allow the wearer to choose his dreams. Each dream figurine contains a single set of related dream images, roughly represented by the figurine's general shape. For example, a heart-shaped figurine represents dreams of love and so on.

By pressing a dream figurine on his brow just before going to sleep, a character ensures he will have the dreams contained in the figurine. As a character dreams, the figurine gradually disappears, the dream matter it contains gradually absorbed by the wearer's mind, until it fades to a barely distinguishable mark as the character awakes. Kay's shop has many boxes of dream figurines of various shapes and colours, through which customers are allowed to rummage freely so they may choose whatever dreams they like.

Besides its obvious inspirational and entertaining value, a dream figurine helps stabilise a character's dreams; any character wearing a dream figurine on his sleep gains a +4 bonus on all Will saves against spells cast on him while he sleeps, such as *nightmare*. If the character wearing a dream figurine is the target of a *dream* spell, the message is received in a form adequate to the dreams contained in the figurine, so it appears as part of the same dream.

The wearer of a dream figurine will not wake casually or from loud noises until the dream contained in the figurine is finished, which usually takes 1d6+4 hours. If the dream figurine is removed before this time, the character wakes up immediately and automatically loses all benefits from the dream figurine.

Dream Figurine: 20 gp; 0 lb.

Game of Galimateas

The game of Galimateas is a curious puzzle-toy, designed to give entertainment at the same time it enhances the user's mental faculties. It appears basically as a complex astrolabe, composed of hundreds of rotating toy spheres with other, smaller toy spheres orbiting them. These spheres represent all the different known planes of existence and the worlds they contain, including their suns and moons. The purpose of the game is to align all spheres according to a specific pattern, just as if the stars and planes were correctly aligned. This, however, is quite difficult, as for every sphere the user moves or shifts, the hundreds of spheres remaining relocate by themselves accordingly. The trick is to find a combination of moves, shifts and rotations that causes the spheres themselves to eventually shift in the correct order. The game is so devilishly hard solving it may take months or even years; very few of the sages that bought and studied it have ever come close to solving it.

Throughout time, the game has been the source of endless treatises, studies and organisations dedicated to comment and speculate on its symbolism and intricacies. Thousands of possible arrangements and positions have been discovered, named and catalogued by different sages. There is even a yearly event, attended by scholars from every plane of existence, during which enthusiasts of the game hold conferences, competitions, awarding ceremonies and theoretical discussions regarding it.

Solving the game of Galimateas requires the character to dedicate at least one daily hour to the puzzle for a total of 10d10 days. At the end of the required time, the character makes a Knowledge (the planes) check (DC 44). By dedicating more than one hour daily, plus taking notes and comparing results, a character may take 10 or even 20 on this check. If the check fails, the character needs another 10d10 days to attempt to solve the game, at the end of which another check will be required, and so on. If the character succeeds in solving the game, further attempts to solve it take only 1d10 days. Any character that has solved the game at least once gains a permanent, one-time +2 bonus to his Intelligence score. A character can only receive this benefit once.

Game of Galimateas (Wooden): 4,000 gp; 10 lb.
Game of Galimateas (Iron): 5,000 gp; 10 lb.
Game of Galimateas (Silver): 16,000 gp; 10 lb.
Game of Galimateas (Deluxe Champion Edition): 36,000 gp; 10 lb.

Ghost Whistle

Similar to other specialised whistles (see the wild whistle in the *Ultimate Equipment Guide* and Weebleek's whistles on page 133), these special whistles are at last partly assembled in the ethereal plane and then exported to other planes, where corporeal creatures may use them properly. A ghost whistle is solid enough for a corporeal creature to blow on, though its piercing, shrill sound is actually ethereal and therefore audible only by incorporeal creatures.

The whistle was designed by inventive planar travellers as an alarm system while traversing the ethereal plane; it went on to become a tool for undead hunters and necromancers, as well as supernatural aficionados.

Blowing a ghost whistle is a full-round action that does not provoke an attack of opportunity. The effects of a ghost whistle last only for as long as it keeps blowing. An incorporeal creature cannot blow on a ghost whistle, though it can stop its sound simply by obstructing the whistle's mouth.

An incorporeal creature (only) within 20 feet of a blown ghost whistle must succeed on a Fortitude save (DC 15) each round or be wracked in pain, unable to do nothing but stop its ears and scream in agony (treat as stunned) for that round. If the affected creature's natural form is corporeal, it spends the round instinctively attempting to return to its corporeal form. Corporeal creatures are completely unaffected by a ghost whistle.

A creature possessing the body of another creature as per a *magic jar* spell or the *malevolence* ghost ability is immediately forced out of the host's body, with the appropriate consequences, if it fails its save against a ghost whistle.

If a ghost whistle is used in conjunction with an attempt to turn/rebuke undead, it grants a +2 bonus on the check.

Ghost Whistle: 5,400 gp; 0 lb.

Portable Star

No more and no less than what its name suggests, a portable star is a small, active, bright and hot mineral shard belonging to a real star. Portable stars are quire rare and priceless items, acquired only by the greatest planar explorers and then only after great effort and dangers. A portable star usually comes inside a special container made of extremely rare and precious materials, designed to protect the wearer from the full effects of the star's light and heat. Even within its special container, a portable star is the brightest nonmagical, portable light source available anywhere throughout the planes. Many races among the known worlds revere stars as miraculous, and so they treat portable stars as true holy relics.

A portable star's container comes with a specially designed hood, made of either metal or cloth, intended to shield the star's light and heat. When this hood is removed, a portable star is considered 'open'; when the hood is on, the portable star is considered 'closed'. An open portable star emits an incredible amount of heat and light, even through the shielding of its special container.

An open portable star radiates enough heat to create at least temperate climate conditions within a 30-foot radius, even in the coldest weather. It automatically negates the effects of nonmagical cold and acts as a caster level 10 *dispel magic* against magical cold effects.

The light of an open portable star gives light equal to natural sunlight in a radius of 100 feet and dim light for an additional 100 feet beyond that. This light pierces and dissipates any magical darkness effect of 5th level or lower; plus it dazzles light-sensitive creatures such as drow and goblins. In addition, this light counts as natural daylight for the purposes of affecting creatures that are naturally vulnerable to it, such as vampires or wraiths.

A cleric with access to the Sun domain can use an open portable star as a divine focus for any of its clerical spells (even those not belonging to the Sun domain), as well as on attempts to turn (not rebuke) undead. When aided by an open portable star, successful turn undead checks always destroy the affected undead.

Uncovered Portable Stars

Distance	Fire Damage Per Round	Additional Effects
61 ft. or more	—	—
31–60 ft.	1d2	—
11–30 ft.	1d4	Dazzle
6–10 ft.	1d8	Temporary blindness, lesser attraction
5 ft. or less	2d8	Permanent blindness, greater attraction

The light and heat of a portable star last for millennia before dying out; the only way of ending them before this time is to destroy a portable star completely. A typical portable star has a hardness of 10 and 50 hit points. However, to get at a portable star, it is usually necessary to remove its covering first. A typical portable star container has a hardness of 8 and 35 hit points; opening the otherworldly locks that hold it in place requires a successful Open Lock check (DC 40) or Disable Device check (DC 40).

Uncovered Portable Stars

Should a portable star's container be removed for any reason, its light and power become too much for the mortal world to resist. Any living creature within 60 feet of an unprotected portable star suffers fire damage each round, plus additional effects, according to the table above.

Distance: the distance between the affected creature and the unprotected portable star.

Fire Damage Per Round: This damage is pure heat, not fire; therefore, damaged objects do not risk catching on fire.

Additional Effects: All of these effects can be avoided by succeeding on a Reflex save each round. The Reflex save DC is equal to 35 minus the distance between the affected creature and the unprotected portable star.

- *Dazzle:* If the save fails, the creature suffers a –1 on all attack rolls and skill checks as long as it remains within 30 feet of the portable star plus 1d4 minutes after that.
- *Temporary Blindness:* If the save fails, the creature becomes blind for one hour unless it had its eyes closed. If the save succeeds, the creature is assumed to have closed its eyes.
- *Lesser Attraction:* If the save fails, the creature moves towards the portable star at one-half its base movement speed for one round.
- *Permanent Blindness:* If the save fails, the creature becomes permanently blind unless it had its eyes closed. If the save succeeds, the creature is assumed to have closed its eyes.
- *Greater Attraction:* If the save fails, the creature moves towards the portable star at twice its base movement speed for one round.

Portable Star: 88,000 gp; 1 lb.

Powdered Storm

Created from various elemental substances gathered around the planes, this highly unusual substance appears as a fine silvery dust, usually packaged in small bags of unknown leather. When this powder is thrown into the wind, their components provoke a climatic reaction that translates into a violent storm almost instantly. Each bag has enough powder for roughly one storm.

Powdered storms are most sought after by druids and other nature spellcasters, though they are bound to be useful eventually for anyone who cares to carry at least a couple of them.

By tossing the contents of a powdered storm bag into the air, a character can cause violent stormy weather within a half-mile radius. These stormy conditions include heavy rain and strong winds, with the occasional lightning bolt. The storm lasts for 2d6 hours before disappearing as abruptly as it appeared. For as long as the storm lasts, the wind and precipitation cause a –4 penalty on all Listen, Search and Spot checks, as well as a –4 penalty on all ranged attacks, except for attacks made with siege weapons such as catapults, which receive no penalty whatsoever. Unprotected flames in the area are automatically put out; protected fires have a 50% chance of being put out as well. Small or smaller airborne creatures must succeed on a Fortitude save (DC 10) or be blown away 1d6 times ten feet by the strong winds, while Tiny or smaller ground-based creatures must succeed on a Fortitude save (DC 10) or be knocked down by the wind force. For each hour of the storm's

duration, 1d6 lightning bolts fall on random spots within the affected area.

If a second powdered storm is tossed during already stormy weather, the high winds and precipitation disperse the dust before it has any chance of causing a reaction; therefore, it is not usually possible to use two powdered storms combined.

Powdered Storm: 4,900 gp; 1 lb.

Sound Stash

A sound stash is a strange yet useful item, probably coming from the plane of air or some other place where the techniques to store sound in bottles are commonplace. For that is indeed the function of a sound stash – it is a bottle that allows the user to carry sounds inside it. A sound stash appears as a normal crystal bottle, although it is not made of crystal but from another, unknown material, much more resistant yet equally translucent. A sound stash bottle is usually empty; by uncorking it and drawing it to a sound source, it can actually collect the sounds inside it.

A single sound stash bottle has space for one full minute of normal sound, 2d6 minutes of very low sounds or 1d6 rounds of loud noise. To collect a sound inside a sound stash bottle, it must be taken, uncorked, within one foot of the source of the sound. As soon as it is corked again or it is filled to maximum capacity, the bottle stops gathering sounds. Once filled, a sound stash cannot gather more sounds until emptied (see below). If a sound stash is uncorked while it still contains sounds, it emits those sounds exactly as it received them, in the order it received them. The sound stash will continue to emit those same sounds every time it is uncorked so long as it is not emptied.

To empty a sound stash, it must be left open in an area of relative silence (more than one foot away from the nearest sound) for one straight hour. After one hour has elapsed, even the faintest traces of sound will have escaped the bottle. After emptying, a sound stash may be corked and uncorked again to store new sounds.

Sound Stash (1 bottle): 450 gp; 1 lb.

Spheres of Power

This a set of two heavy jade spheres, two inches in diameter. Charged with energy from the positive and negative planes respectively, these spheres can be used to increase the energy of a living being as well. The spheres are usually decorated with abstract symbols or monstrous pictures, always representing the flow of energy. By exercising with these spheres, a character may align his energy balance and become healthier and more relaxed, both physically and spiritually.

By weighing these spheres in his hands for at least one full minute, a character balances his body and soul's positive and negative energy aspects, gaining a +1 luck bonus on all saves for one hour. The character may not increase the duration of this effect by exercising additional minutes, except if he exercises with the spheres for one full, uninterrupted hour, which grants him the luck bonus for a full 24 hours. A character cannot benefit from the spheres more than once per day, which means he must exercise one hour every day if he wants to maintain the luck bonus continuously.

Spheres of power may also be used as a conduit for magical energy, allowing an arcane spellcaster to use them as the focus of any spell requiring one, in addition to the spell's normal focus. This does not replace the spell's normal focus nor can it be applied with spells that do not require an arcane focus. Using spheres of power in this fashion increases the spell's save DC by two. A single set of spheres of power may not be used to this effect more than once per day. Spheres of power may not be used both for a luck bonus and as an arcane spell focus on the same day.

Spheres of power may be used as thrown weapons; treat them as improvised weapons, dealing 1d6 points of lethal bludgeoning damage, with a range increment of ten feet. A

sphere of power has a hardness of 10 and two hit points.

Spheres of Power (Pair): 2,000 gp; 1 lb.

Universal Sensations

Among the wide array of impossibilities found among extraplanar merchandise, universal sensations stand out for being a particularly mysterious, wondrous and bizarre invention. A universal sensation resembles a simple square piece of paper, one or two inches per side. However, this apparently common form hides a strange property; these pieces of paper actually contain sensations – sounds, colours, smells, tastes and so on – that can be applied to material objects. Thus a universal sensation sheet can be used to send a cry to the air, change the colour of a wall, heighten the taste or temperature of a dish or make a troll's skin feel like a silken scarf. Universal sensations alter sensory input, not the objects' actual qualities; therefore, they are mostly used with aesthetic or amusement purposes.

Each universal sensation contains one single, specific sensation, such as the sound of rustling leaves, the colour magenta or the smell of morning breath. To classify the endless possibilities of individual universal sensations, they are ordered in six basic types: colours, scents, sounds, tastes, temperatures and textures. Treasures From Beyond displays a wooden rack with hundreds of different universal sensations, labelled and organised for the customer's convenience. Each kind of universal sensation has different rules regarding its application and effects, detailed on their descriptions below.

Applying a universal sensation is a full-round action that provokes an attack of opportunity. Except where noted otherwise, the effects of a single universal sensation last for one hour.

Universal Colour

Quite obviously, a sheet of universal colour is always of the colour it is supposed to carry. When the sheet's coloured side is touched to an object, it immediately changes that object's colour to resemble its own. This does not appear like a sudden paint coating or magical aura; the object simply becomes a different colour for the duration of the effect. A single sheet of universal colour is enough to change a Medium creature, a ten-foot square wall section or a Medium inanimate object.

Where the Games Master deems it appropriate, a change in colour may grant a +2 circumstance bonus on Hide or Disguise checks where the object or creature's colour would be a factor.

Universal Scent

Universal scent is recognisable by the faint whiff it emanates; clearly indicating what smell it carries. A sheet of universal scent needs to be rubbed on a creature or object to have any effect. Once this is done, the creature or object emits the indicated scent out to 60 feet. Alternatively, universal scent might be rubbed against itself; this creates the indicated smell in the very air of a 100-foot cube area centred on the universal scent sheet. In both cases, the duration of the effect is roughly one hour, although the scent may be dispelled normally, be it by a bath or a strong wind.

Universal scent may be used to fool creatures with the scent ability, or to increase any checks made to locate an affected creature, area or object by scent. In such cases, universal scent could impose a –2 or +2 modifier on the appropriate skill checks, depending on the situation. A poisoned object rubbed with universal scent may impose a –2 penalty on all checks made to detect the poison, so long as the Games Master considers the circumstances merit it.

Universal Sound

A sheet of universal sound emits vague traces of the actual sound it carries. It must be rubbed on any object with the ability to produce a sound, from musical instruments to beating hammers, including the moving parts of a living being such as a horse's hooves or a fairy's throat. When used on one such object, universal sound causes it to emit nothing but the indicated sound

whenever it would produce one (for example, the fairy's voice could be caused to sound like the horse's hooves or the beating hammer given the sound of a mandolin chord) for the duration of the effect.

Alternatively, a sheet of universal sound can be rubbed against itself, which causes it to send its contained sound through the air. The sound is carried by the wind as if emitted by something nearby, though it actually comes from the air itself. This effect works a lot like the *ghost sound* spell, except that it lasts for one full hour and the effect is not magical – it is actually a sound travelling through the air.

Universal Taste

Universal taste can be distinguished by a slight yet noticeable tang resembling the flavour it carries. Rubbing an object with universal taste gives it the indicated flavour for the duration of the effect. Universal taste is best applied to actually edible or drinkable objects, as making a diamond taste like strawberries would probably be somewhat inappropriate; by the same token, a living creature is a reasonable target only if it is intended for eating within the hour. A single sheet of universal taste can change the taste of a Small creature or object, a five-foot square surface or one gallon of liquid.

Universal taste may be used to mask ingested poisons, imposing a –2 penalty on any checks made to identify or detect the poison. It may also be used to turn edible yet unappetising meals such as tree bark or the gruel created by a *sustaining spoon* into tasty delicacies, or simply make trail rations a much better fare.

Universal Temperature

Universal temperature is the less varied of universal sensations, having nothing but different degrees or heat and cold; most universal temperatures are extremes of either. By rubbing universal temperature on an object, it causes it to adopt the indicated temperature for the duration of the effect. This can melt ice, freeze water, weaken metal and many other effects, depending on the affected object and the circumstances.

Alternatively, a sheet of universal temperature may be rubbed on itself, which causes the air itself to adopt the indicated temperature. This usually changes the climate type by one step (temperate to warm or cold, warm or cold to temperate). When a warm universal temperature is used in warm conditions or a cold one is used in cold climate, it causes abnormal weather instead, as detailed in Chapter Three of the *DMG*.

A single sheet of universal temperature may affect a Medium creature or object, four gallons of liquid or a ten-foot cube area.

Universal Texture

These sheets are recognisable only by a tingling feel caused by touching them. When rubbed on an object, universal texture causes it to feel like the indicated texture for the effect's duration. Thus a wall may be made to feel as a curtain, or a baby's skin given the texture of dragon scales. This only affects tactile sensations, thus the object's appearance is unchanged. A single sheet of universal texture is enough to affect a Small creature or object or a five-foot square surface. Larger creatures and objects are affected but only in the allowed area; for example, a sheet of universal texture may change the feel of a human torso or a single floor tile.

Cleverly applied universal textures may be used to increase or decrease Search check based on touch, as well as Escape Artist checks. In both cases the modifier can go from +2 to –2, according to the Games Master's judgment.

Universal Sensation (1 Sheet): 125 gp; 0 lb.

Extraplanar Everyday

The articles in this section are seen as everyday items in their plane of origin, regardless of how strange or unusual they seem for mortals. By the same token, their functions might be routine in their home world, yet miraculous effects in the Material Plane. The list featured here includes only some of the most popular items

in Kay's store; as the planes of existence are infinite, however, there is no end to the new inventions and wonders that may appear at this section in the near future.

Box in a Box

At a first glance, this strange object appears as a common, Diminutive wooden box. However, its incredibly complex hinges, lids and locks allow it to close in such a way as to be contained within itself. Physically impossible by the prime material's natural laws, this effect allows the box to exist inside itself when closed, which makes it effectively nonexistent. Any objects carried inside the box become nonexistent as well, making the box in a box what may be the safest way to carry one's valuables in all the known planes. A box in a box comes with a special key, which may be used to lock or unlock the box at any time.

By closing a box in a box, it is literally whisked out of existence, as it is actually contained within itself. All the contents of the box become nonexistent as well. A box in a box can hold items roughly equivalent to five pounds. For as long as the box remains closed, these items cannot be located, traced or retrieved short of a *miracle*, *wish* or the intervention of a godlike power.

Once it is closed, the only way to open a box in a box is the special key that came with it. Each box in a box has its own specific special key; should this key be lost, nothing short of a *wish* or *miracle* can summon the box back into existence. To summon a box in a box back into existence, it must be opened by turning the key. Most boxes in a box are designed to require three turns of the key before opening, though a customer might commission it to require more or less turns, as desired. The box in a box always appears at the exact location where the key is turned. If a box in a box's key is located inside the box, both the box and the key disappear forever; any other objects contained in the box appear at the box's last location. Opening or closing a box in a box is a full-round action that provokes attacks of opportunity.

Living creatures cannot be carried inside a box in a box; as soon as a box in a box containing a living creature is closed, the creature reappears at the location where the box disappeared.

Box in a Box: 5,000 gp; 1 lb.

Frostfire

Cold and heat are not the same in every plane of existence. There are planes where nights are unbearably warm and explorers need to carry portable ice to provide some fresh air for the night; there are worlds where food needs to be frozen to be cooked and defrosted to be preserved. Frostfire comes from one such world, where there is no natural cold and its inhabitants must devise means to create it. A frostfire package is very similar to a tinder box, containing flint and steel and what appears to be flammable material. This 'flammable material', however, is not actually flammable, nor is it any substance known in the mortal world. By the same token, what appear to be pieces of flint and steel are actually chunks of an unknown mineral. When the flint and steel are used to ignite the tinder, it does not create proper fire but a strange bluish flame. This flame is actually freezing to the touch and its contact freezes other substances as it spreads.

Frostfire functions exactly like normal fire, except it radiates cold instead of heat. Frostfire can be used to light lamps, torches or candles; in these situations it emits an eerie, bluish light, quite different from that created by normal fire. A bonfire made of frostfire has the same effect on a desert a normal bonfire would have on a cold night, lessening the effects of the extreme weather on nearby creatures. Flammable items catch on frostfire as easily as they catch normal fire; bonfires, pyres and alchemist's fire flasks can be lighted with it in the same way. The only difference is that frostfire does not cause ice to melt or water to evaporate, being in fact ineffective on any kind of liquid except for oil-based derivatives. If frostfire is used to preserve perishable objects, such as foodstuffs or a creature's dead body, its intensity must be carefully watched, lest it burn and ruin the object it is intended to preserve.

When used on a living creature, frostfire deals the same amount of damage as normal fire, except it is all cold damage instead of fire damage. An item destroyed or severely damaged by frostfire looks charred and burned, except the burning in this case is caused by extreme cold. Frostfire can be used to fuel a forge; unsurprisingly, all metal weapons made on such a forge count as cold iron for the purposes of overcoming damage reduction.

Fire and frostfire cancel each other out; if there is more fire than frostfire, then the frostfire is put out by the fire and vice versa.

Frostfire (Kit): 10 gp; 1 lb.

Gaseous Clothes

These clothes are made with special textiles, probably manufactured in the plane of air, with the quality of becoming gaseous when not worn. Gaseous clothes come in a tiny, easily portable crystal phial; while the clothes are inside it, the phial appears filled with a pinkish mist. When the phial is opened, however, a thick smoke pours out and surrounds the character that opened it, enveloping him until it transforms in a set of clothing. Like normal clothing suits, gaseous clothes come in many styles and designs; there are noble, courtier and traveller's gaseous clothes, as well as gaseous clothes for cold weather, and so on. The specific suit of clothes is indicated in a label at the phial so the buyer may choose the clothes he wishes to buy, although Kay is usually required to empty the contents of a phial in front of the customer so he can see the full suit before buying it.

Gaseous clothes are designed to become solid in contact with living skin; they may not be worn by nonliving creatures such as constructs or undead. The clothes immediately change size and form to fit the body of the character opening the phial. Even in solid form, gaseous clothes are nearly weightless and do not add anything to the wearer's encumbrance, not even cold weather or luxurious outfits. As soon as the character begins to remove the clothes, they automatically become gaseous again, returning to the phial. Donning or removing gaseous clothes is a full-round action that does not provoke attacks of opportunity.

Some suits of gaseous clothes are specific disguises; using gaseous clothes as part of a disguise allows the character to make a disguise check in one-tenth the required time (1d3 minutes).

Gaseous Clothes: 1,800 gp; 0 lb.

Ghost Pill

The name of this product tends to attract customers who believe it allows the consumer to become incorporeal. When they learn the much scarier truth, most immediately ask about any other article. Ghost pills have no effect whatsoever on a living consumer, 'living' being the point here – by consuming ghost pills, a character ensures he will return as a ghost after death. Life as a ghost can sound a lot of fun to some people, though most prefer to go to a well-deserved afterlife. In general, ghost pills are more popular among those characters whose behaviour in life has been less than exemplary. A ghost pill looks like a round, pea-sized, colourless shell. A ghost pill package appears as a corked crystal container containing 20 of these pills.

Although being a ghost can appear as a gas – not having to die, eat or sleep, never getting tired and having all of those sinister powers – it really is a lonely, grisly, tortured business. Though other merchants may not be so honest, Kay always attempts to make customers aware of how life as a ghost really is, the torment of not being able to feel anything and the indescribable, soul-rending pain of being turned by a cleric. Additionally, since ghost pill consumers tend to die without any 'unfinished business' to fulfil, they are usually doomed to remain in the material plane forever, having no escape clause tied to their ghostly condition. Anything that lasts forever can of course become quite boring after a few centuries. If customers still wish to consume ghost pills after hearing these arguments, Kay gladly sells them the product after they have signed a formal disclaimer. Apparently, such waivers make Kay immune

to the powers of the undead, though nobody's really sure. Nobody knows either how is it that Kay has such detailed knowledge about living as a ghost; when asked about it, she just shrugs and changes the subject.

The regular intake of ghost pills strengthens the consumer's link to the ethereal plane, allowing his soul to retain incorporeal form after his body dies. A character that dies within 24 hours of having taken a ghost pill always returns as a ghost after one day. If the character dies more than one day after taking his last ghost pills, he has only a 50% chance of returning; the chance lowers to 10% if the dying character took his last ghost pill more than one month ago. If the character dies in circumstances that would actually merit his return as a ghost, such as unfulfilled love or revenge, his chance to return as a ghost increases by 25%.

Ghost Pills (20): 3,750 gp; 0 lb.

Incorporeal Ink

This strange liquid is fully two-dimensional, lacking any depth whatsoever. As it is not subject to three-dimensional laws, incorporeal ink can be used to write on virtually any surface, be it rock, wood, crystal, flesh, ooze or even thin air. The user of incorporeal ink may thus use it to leave messages or drawings literally anywhere. A single bottle of incorporeal ink contains eight ounces; it comes with a writing quill. A special writing quill is not needed when using incorporeal ink; the strange qualities belong to the ink alone and it may be used with any quill. Coloured incorporeal ink is available, albeit at a higher price.

Other than its ability to cling to any surface or no surface at all thanks to its two-dimensional substance, incorporeal ink works exactly like any other kind of ink. It traces, writes and dries just like common ink and it may be erased just as easily. When incorporeal ink is used to write or draw on thin air, whatever it wrote or drew remains afloat exactly where it was done. If a creature touches the floating ink, it smears exactly as if it had been touched on a page. Given the ink's two-dimensional qualities, anything written or doodled with incorporeal ink actually exists from one side only, being completely nonexistent, and thus invisible, from the other side.

A single flask of incorporeal ink is enough to write 100 pages or completely cover a five-foot square surface.

Using the right amount and colours, incorporeal ink can be used to make a life-size drawing on thin air that actually passes as the real thing, provided the drawer succeeds on a Craft (painting) check (DC 20). In such cases, a drawing made of incorporeal ink has the same effects as a *minor image* spell, except the drawing is not magical and does not move. However, the fact it stands on thin air makes is quite believable anyway.

Incorporeal Ink (8 oz. vial): 225 gp; 0 lb.
Incorporeal Ink, Coloured (8 oz. vial): 450 gp; 0 lb.

Instant Wire

This article appears as a two-inch, corked leather bag containing an unknown liquid. Squeezing the bag causes the cork to shoot through the air at a great speed; attached to it is what seems like a length of cord or wire. This wire is actually a strand of liquid metal, attached to the speeding cork and condensed in thread form as it dries. Thus the liquid inside the bag transforms into a thin, strong metallic rope in contact with air. The cork itself is a strong metal point, which can in turn be fastened to a wall or other hard surface; together they make a practical, superior version of the typical rope and grappling hook.

For all purposes, instant wire performs exactly as a silk rope; it can be shot out to a maximum length of 50 feet, it has four hit points, requires a Strength check (DC 24) to break and grants a +2 bonus on Use Rope and Climb checks made using it. Instant wire can be used to climb or bind creatures; despite its thinness, it is strong enough to hold 1,500 pounds. It also has a hardness of 5, making it somewhat harder to break than common rope. Shooting the bag's

stopper against a surface counts as throwing a grappling hook, except it counts as a move action rather than a standard action and does not provoke an attack of opportunity.

The instant wire may be recalled inside its bag simply by squeezing the bag quickly and repeatedly a couple of times. This causes air pressure to change and the liquid metal cord to be sucked back into the bag, where it soon resumes liquid form again as the cork snaps back into place. Recalling instant wire in this fashion counts as a move action. If instant wire remains out of its bag for more than one hour, it becomes brittle and dry, losing one hit point every 15 minutes until, after another hour has passed, it is reduced to metallic dust and can never be used as a rope again.

The container bag always remains attached to one end of the rope, unless cut loose from it. If this happens, the rope can never be recalled into the bag again and soon becomes useless as above.

Instant Wire: 160 gp; 0 lb.

Petitioner's Death Kit

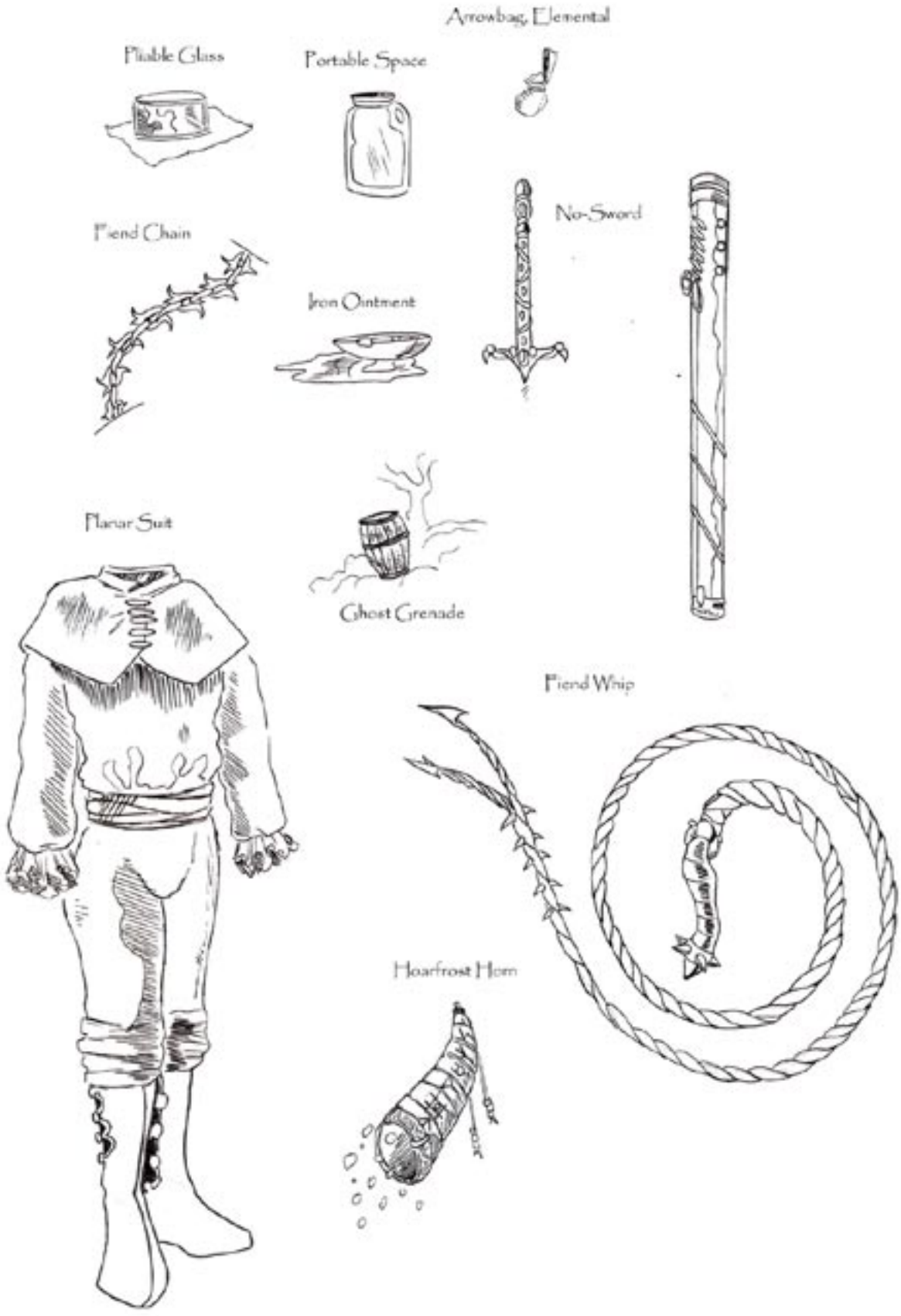
A weird artefact – and a weird idea – by any standards, a petitioner's death kit is an engraved box containing a set of death tools, usually ritual weapons or poisons, and holy symbols. The specific objects and symbols inside the box, as well as the materials it is made from, are all symbolic and representative of one specific religion. Other than this, the specific contents of a petitioner's death kit vary so much it is nearly impossible to catalogue them. Each petitioner's kit is attuned to a single plane and religion; therefore there are kits for Olympian deities, as well as kits made for the gods of Valhalla. A petitioner's death kit is designed with the uncommon purpose of actually helping a character to die and go to the plane of his worship. Therefore, by using the weapons and/or lethal implements contained in the kit, a character can kill himself and go to his chosen plane for all eternity. Most religions condemn suicide; consequently, a petitioner's kit goes around the clause by giving the process the trappings of a ritual sacrifice, where the user actually consecrates and offers himself to the gods of his choice. This ensures the customer's self-immolation is not punished but well received instead. A petitioner's death kit, then, is a simplified, practical and safe, if expensive, method of travelling to Paradise.

Since it is considered a willing sacrifice, a petitioner's death kit works for any character of any religion; the plane to which the user goes is determined by the kit itself, not by the user's specific beliefs or religion. Therefore, it is usually advisable for the customer to make sure his religion and the kit's are one and the same, lest he sends himself to the wrong plane for all eternity. Furthermore, the kit does not affect the soul's fate once it arrives to its destination plane; a chaotic evil soul arriving to a lawful good plane may find it is not the paradise advertised, as hosts of angels rush to punish him for past misdeeds. In short, it is always a better idea for the customer to buy a kit that goes with his own beliefs.

A character may use the tools contained in the death kit on himself, or else have someone else use them on him; both means are acceptable. However, only a character that is actually slain by the kit may properly be considered the 'user'. The tools in a standard petitioner's death kit are typically enough for one use only; no more than one creature can normally benefit from a single kit.

The weapons and lethal implements contained in a petitioner's death kit are too frail and weak to be used in combat or by force; therefore, the kit may never be used to slay an unwilling creature. If an unwilling, helpless creature is forced to submit to the deadly tools included in a petitioner's death kit, he instead suffers damage equivalent to an unarmed coup de grace and the kit is wasted with no other effect.

A willing user of a petitioner's death kit must always succeed on a Will save (DC 15) at the moment of death; if the save fails, the user's soul is considered unwilling for travel (as above) and the petitioner's kit is wasted with no effect.


Arrowbag, Elemental
Pliable Glass
Portable Space
No-Sword
Fiend Chain
Iron Ointment
Planar Suit
Ghost Grenade
Fiend Whip
Hoarfrost Horn

Once a character makes successful use of a petitioner's death kit, his soul is automatically transported to the plane the kit is attuned to, usually for all eternity. Creatures who successfully and willingly travel to their plane of choice are dead for all intents and purposes; they cannot be brought back to life by any means short of a *wish* or *miracle,* and even this magic might fail if the creature's soul still has no desire to return.

A character's body and possessions are left behind upon death, though he appears in his destination plane carrying symbolic, divine replicas of any equipment he was carrying upon death. This equipment functions exactly as the real one, though only for the owner and only in the plane the owner appears in. If this equipment is removed from the character's physical dead body, he loses it as well on his destination plane. This is why so many religions consider it a crime to steal from the dead, as the thief is robbing also from their eternal souls.

Finally, it has already been said but it bears repeating – the user's fate upon arrival depends on his behaviour in life, according to the views of the plane he arrives to. Whether eternal life is paradise or hell is entirely up to the customer… and his correct choice of a petitioner's death kit.

Petitioner's Death Kit: 22,500 gp; 6 lb.

Planar Suit

A planar suit is an ingenious, safe nonmagical means of planar travel. It is a suit of normal adventurer's clothes (hooded cloak, pants, shirts ands boots), woven with a mix of ethereal fibres and extraplanar textiles. The unique composition of a planar suit allows it to exist in two planes at the same time; therefore, when a character wears it, he gains a limited ability to travel to another plane. Every planar suit is attuned to a single plane, allowing its wearer to travel to no other plane but that one; however, planar travellers can overcome this limitation by buying a larger planar suit wardrobe.

Planar suits are easily one of the most basic and useful articles ever created for planar exploration. They have been in use almost since the routine exploration of other planes was discovered, helping thousands of explorers travel from one world to another. Treasures from Beyond displays and carries planar suit models for all known planes, allowing customers to buy themselves a trip to anywhere they want.

By putting on a planar suit, a character is instantly transported to the plane the suit belongs to, exactly as per a *plane shift* spell. By removing it, the character is instantly returned to the material plane. Donning or removing a planar suit takes five full rounds; the character provokes an attack of opportunity during each of these rounds. A planar suit transports only the character and any objects he is wearing or carrying, up to his Medium load. A character carrying a Heavy or bigger load is unaffected by a planar suit.

A character cannot return to the material plane unless he removes the planar suit or uses different, magical means. If a character is subject to any plane-travelling effect (such as a *plane shift* spell or a *cloak of etherealness*) while wearing a planar suit, the magical feedback causes the suit to lose all of its properties for the next 24 hours.

A planar suit can never be made to take its wearer anywhere other than its own plane of origin; simultaneously wearing two planar suits or a mix of garments thereof cancels the planar travel effects of both suits. Moreover, a planar suit cannot transport a character wearing Medium or Heavy armour.

Planar Suit: 14,000 gp; 10 lb.

Pliable Glass

Clear and crystalline, yet bendy and malleable, this strange substance was created by the unfathomable physical laws of some unknown universe and then exported to the mortal world by planar travellers. Pliable glass is sold in three-inch diameter bars or cakes, wrapped in

felt envelopes. A cake of pliable glass can be turned into almost any hand-sized crystal item by a few simple bends and twists. The product usually includes the tools required to give it the shape of either a thin rope, a magnifying lens, a spyglass or a mirror, among a few other shapes, though different shapes and uses for the article may be devised by the customer. A single bar of pliable glass has hardness 8 and three hit points.

Creating an item out of pliable glass takes roughly one full minute, provided the special tools included with it are used. Shaping pliable glass without requires a successful Craft (sculpting) check (DC 15) and 1d6 hours instead of one minute.

All items made from pliable glass have roughly the same weight (roughly two pounds), although their dimensions may vary greatly. Since pliable glass is essentially non-adhesive, it is impossible to mix two or more bars of the stuff to create larger items. Finally, pliable glass is very impractical as a weaponmaking tool, as it requires great effort to make a sufficiently sharp or heavy weapon from the elastic substance. In addition, pliable glass weapons bend and twist easily, having lost their shape completely after a few rounds.

The following is a list of the items that may be created using the special tools included with pliable glass:

Container: A cake of pliable glass may be given the form of a leather bag or backpack, with the peculiar quality of allowing full view of its contents. Such a container is roughly the size of a belt pouch. Retrieving an item stored inside a pliable glass pouch does not provoke an attack of opportunity, as a character can clearly and easily see what he is looking for.

Line: A pliable glass cake may be turned into a 20-foot long, thin, near-invisible length of rope. The rope is highly resistant and may be used as a climbing tool, lasso or even a garrotte, given its strength and flexibility. Being virtually invisible, a rope is considered as having concealment (20% miss chance); a successful Spot check (DC 15) is required to notice it. A rope of pliable glass can easily hold 500 pounds.

Magnifying Lens: A pliable glass bar may be given the form of a magnifying lens; in this form, the object gives its user a +2 bonus on all Spot and Search checks made to detect small objects or features.

Mirror: A pliable glass slab may be turned into a small mirror, which may be used normally to reflect objects, light or gaze attacks.

Spyglass: By using a very specific set of tools and shapers on a pliable glass bar, it may be given the form of a rudimentary spyglass, which gives the user a +2 bonus on Spot checks made to discern details of objects and scenes located far away.

Pliable Glass (1 bar plus tools): 720 gp; 2 lb.

Portable Space

Another extremely weird, yet standard extraplanar product, a portable space appears as an empty, worthless glass jar or container. The jar is indeed empty; the very emptiness it contains is what makes it a valuable article for planar explorers and other customers in the know. By pouring this emptiness inside another container, such as a bag or chest, the latter container's space is actually increased; thus the portable space actually adds space instead of taking it up. Carrying portable space is a sure, efficient way for any kind of adventurer, not just planar travellers, to increase both the equipment taken to adventures and the booty recovered from them. A portable space jar is not actual glass, but a kind of extraplanar force allowing portable space to be contained on its own. As soon as its contents are used, this force dissolves.

Portable space must be poured into another container to take effect. To pour it, the force jar containing it must be uncorked and put upside down over an open container such as a box or bag. The second container's space is then

increased by ten cubic feet. As the extra space is poured on the second container, the force jar disappears forever, disintegrated by emptiness. The affected container will henceforth have an extra ten-foot cube of available space, regardless of what its appearance or the universe's physical laws might seem to indicate. The container's outside appearance or dimension is not affected; it simply has more space inside and that is all. Any container can receive this extra space, from a phial to a bank vault. However, despite the increased space *inside* the container, what can be put inside of it is still limited by the dimensions of its openings; for example, a phial cannot be used to stash a half-orc, even if its extra space allows it, since a half-orc simply cannot fit through a phial's mouth.

Portable space adds space; it does *not* decrease weight. Therefore, the full weight of any contents inside the affected container are still applied, counting normally towards the load of any creature carrying the container. Other than this, a single container may receive as many items as its portable space will allow; the container will not burst or break down from any weight excess, as the extra space inside it gives it the needed resistance to hold the weight. Again, the container's total weight must still be applied when carried by any creature.

If the affected container is destroyed, the portable space inside it dissipates and can never be used again. No more than ten cubic feet of portable space may exist inside a single container at any given time; if a container affected by portable space receives more portable space, the container explodes and both portable spaces dissipate into nothingness.

Portable space may be subsequently poured from one affected container to be used on another container; to do this, the container affected by portable space must be emptied and opened, upside down, over another, empty container. The extra space then slides from one container to the other with a distinct popping sound. The container that loses the extra space is not dissipated as the portable space's original container is.

Portable Space (1 jar): 1,250 gp; 0 lb.

Weird War Gear

This section of Treasures From Beyond includes weapons, traps, war machines and other implements of death that bring the ingenuity of other planes into prime material combat. It is the favourite section of warrior-types, although they do not always figure out the functions of some of these weird weapons.

Arrowbag, Elemental

An elemental arrowbag is a leather pouch, slightly smaller than a fist, filled with elemental powders and tied with a leather string. One of these pouches may be tied around an arrowhead or crossbow bolt, covering the point completely and enveloping it in the elemental powders contained by the pouch. When an arrow or bolt fitted with an elemental arrowbag hits a target, the powders explode, dealing additional damage according to the corresponding element. There are five kinds of elemental arrowbags, each of them containing powdered extract from one of the following elements: acid, cold, fire, lightning or sound.

An arrow or crossbow bolt with an elemental arrowbag attached deals 1d6 additional points of energy damage on a successful hit; this damage is of the type appropriate to the elements contained in the arrowbag – acid, cold, electrical, fire or sonic damage. The additional energy damage dealt by such an arrow is not multiplied on a critical hit.

Elemental arrowbags may be used as grenade-like weapons as well; in this case, a ranged touch attack is required to hit the target and the elemental explosion deals only 1d4 points of the corresponding energy damage. When an elemental arrowbag explodes in this way, creatures within five feet of the blast must succeed on a Reflex save (DC 10) or suffer one point of energy damage as well.

A character that rolls a natural 1 while using an elemental arrowbag in combat deals the

elemental damage to himself, as the arrow explodes while still in his hands.

Elemental Arrowbag (1): 25 gp; 0 lb.

Fiend Chain

Similar to the chains carried by kytons (see the corresponding section in the *MM*) and other similar fiends, these are chains brought from the lower planes, where devils or demons of one kind or another used them to bind the souls of sinners. That is the interesting fact about fiend chains – they bind a target's soul as well as its body. Using fiend chains is clearly an evil act, as they awfully violate the target's very essence. Therefore, most good-aligned customers do not even show interest in fiend chains – they are, after all, brought from the lower planes.

Rumour has it the first set of fiend chains was brought to the mortal plane by accident, when the planar-travelling elven priest Raphael The Petrifacted managed the feat of bringing back his companion Ilythia from Hell itself. Upon returning to the mortal plane, Raphael discovered Ilithya was still carrying the iron armlet and some attached links from the chains that had been employed to bind her. After removing the chain – which allegedly proved much more difficult than it seemed – Raphael ordered the chain analysed by elven sages, discovering its hellish properties and immediately seeking to destroy it. However, somehow word must have gotten out, because planar travellers everywhere started looking for fiendish chains soon after.

A fiend chain is a masterpiece of torture and imprisonment, counting as a masterwork chain in all respects. It has a hardness of 12 and ten hit points and requires a successful Strength check (DC 30) to break. The locks of a fiend chain are also of unearthly quality, requiring a successful Open Lock check (DC 45) to open. However, the most fearsome quality of fiend chains is doubtlessly its ability to bind the soul of the target as well as his body: any living creature bound with fiend chains cannot act and loses its Wisdom bonus to all saves and skills, plus attacks made against it receive a +2 bonus on the attack roll.

Additionally, a fiend chain may be used as a weapon; in this case it counts as a masterwork spiked chain, granting a +1 bonus on all attack rolls made with it; however, it deals bludgeoning instead of piercing damage. Although it is not magical, a fiend chain counts as an evil damage source for the purposes of overcoming damage reduction. Otherwise it works exactly as a spiked chain, with the same traits and special rules.

Fiend Chain: Two-handed Exotic Weapon; 5,725 gp; Dmg 1d6(S)/2d4(M); Critical x2; Range — (10 ft. reach); 8 lb.; Bludgeoning

Fiend Whip

This fearsome weapon, used by fiendish tormentors to torture their victims, is purportedly made from the skin of demons as they were flayed alive and dipped in the spilled blood of doomed souls as they were punished for eternity. Such a horrid weapon carries a powerful load of utmost evil, although it is not magical per se. A fiend whip is a reddish black leathern lash, slightly larger than a common whip. The merchants selling it often boast having pried it from the dead fingers of a real fiend; the allegations are quite believable as the weapon emanates an aura of despair and evil that is almost palpable. By buying and using a fiend whip, a customer declares himself no better than one of the demons using them routinely. This of course does not prevent the weapon from selling quite well at Treasures From Beyond and other places dedicated to trafficking with extraplanar merchandise.

A fiend whip counts as a masterwork whip in all respects, giving its wielder a +1 bonus on all attack rolls. It has all the traits and special characteristics of a whip, except it can damage enemies with any kind of armour and always deals lethal damage. Furthermore, a fiend whip deals 1 point of both temporary Wisdom and Charisma damage with each successful hit, as its evil contact rends the soul of the victim. This ability damage is not multiplied

on a critical hit. Creatures without a true soul, such as constructs, oozes and plants, are immune to this ability damage. Although it is not magical, a fiend whip counts as an evil damage source for the purposes of overcoming damage reduction. A fiend whip has hardness 6 and six hit points.

Fiend Whip: One-handed Exotic Weapon; 10,600 gp; Dmg 1d2(S)/1d3(M); Critical x2; Range — (10 ft. reach); 2 lb.; Slashing

Ghost Grenade

Created in the ethereal plane to be used in the wars among its local races, a ghost grenade is an incredibly useful tool when fighting incorporeal creatures. It looks like a fist-sized powder keg, made of some unfathomable transparent material and filled with a strange blue-pink mist. Its fuse is also made of a translucent fibre, which emits blue and white sparks when ignited. The main usefulness of this bomb is that it does explode in the ethereal plane, therefore being able to damage incorporeal creatures while doing no harm at all to corporeal ones.

A fraction of a second before exploding, a ghost grenade becomes incorporeal; thus its explosion and the associated damage manifest only on the ethereal plane. Incorporeal creatures within 20 feet of an exploding ghost grenade must succeed at a Reflex save (DC 15) or suffer 2d6 points of force damage; those within ten feet of the bomb automatically suffer 4d6 points of force damage with a Reflex save (DC 20) allowed for half damage. Corporeal creatures are totally unaffected by the blast, even those at point-blank range. A corporeal character may even allow the bomb to go off in his hand without fear of suffering any damage.

Any creature possessing another creature by such means as *magic jar* or a ghost's *malevolence* ability suffers full damage from the blast, while the possessed creature remains unharmed. In addition, the possessing creature must succeed on a Will save (DC equal to ten plus damage dealt by the blast) or leave the host body immediately, with the appropriate consequences.

An incorporeal character may touch, manipulate and use a ghost grenade; however, if a ghost grenade is used in the ethereal plane, it remains ethereal at the moment of explosion and still damages incorporeal creatures with its blast. There is no known way to make a ghost grenade explode in the material plane.

Ghost Grenade: 300 gp; 1 lb.

Hoarfrost Horn

These awful, terrible horns are a bane of enemy armies everywhere. Although they are not weapons properly, few armies are able to resist their freezing might. A hoarfrost horn looks like a common war horn, made of bone, covered with rime and carved with evil symbols. While the outer shell of a hoarfrost horn exists in the Material Plane, its insides are directly linked to the elemental plane of cold. Thus when a hoarfrost horn is blown, an unimaginably bitter cold wind pours from it. Thousands of brave warriors throughout the planes have suffered a horrible, glacial death beneath such frigid gusts.

Hoarfrost horns were created by the feared Order of Frost, a secret sect of demon worshippers, with the help of evil spirits and demons from the elemental plane of cold. For many years only the Order of Frost used these terrible horns, until they were defeated and destroyed by the Dragon Armies of Agoria. After these events, the secret of hoarfrost horns was lost, yet at the same time it became available for other evil forces to pick up. Currently a few hoarfrost horns still circulate the planes, most of them mementos of the ancient war against the Order of Frost, though a very few are new versions that have been crafted by mysterious and surely evil hands.

When blown, a hoarfrost horn allows the coldest wind imaginable to enter the world; this causes the area in front of the horn to experience cold conditions that should not be allowed on the mortal plane. The effects of a hoarfrost horn cover a 100-foot long cone emanating from its mouth. Any living creature within the affected area is immediately affected by extreme

frostbite (treat as exhausted); creatures that are protected against cold are allowed a Fortitude save (DC 25) to negate the effect. In addition, all creatures in the area take 3d6 points of cold damage plus 3d4 points of nonlethal damage; those that are protected against cold (only) are allowed a Fortitude save (DC 30) to halve the cold damage and negate the nonlethal damage. Creatures wearing metal armour immediately suffer 1d4 points of additional cold damage (no save).

Any creature slain by a hoarfrost horn's cold damage is frozen to the point of becoming a hoarfrost statue; the creature is no longer even flesh and blood as its dead body turns to ice and snow by the unbearable cold. A creature killed by a hoarfrost horn cannot be brought back to life except by effects such as *miracle*, *true resurrection* and *wish*.

Hoarfrost Horn: 26,000 gp; 3 lb.

Iron Ointment

Liquid metal is possible even in the mortal plane, both molten (such as iron in a forge) and in natural form (such as quicksilver). Therefore, the metal known as iron ointment, a naturally-occurring alloy of liquid metal that retains high resistance and durability even in thin layers of malleable matter, is not that strange an idea to most customers of Treasures From Beyond. However, even the wisest alchemists are surprised upon discovering this unique alloy can be safely applied to a living creature's skin, granting it its metallic hardihood without hampering its ability to move, breathe or live comfortably. By applying iron ointment on his skin, a warrior receives the protection of metal armour, without any of its drawbacks. Iron ointment comes in 16-ounce jars and is one of the best sold articles at Treasures From Beyond.

Iron ointment was discovered by Josephus Lurias, a sage and alchemist famed for his creation of an iron golem with the size, shape and perfect appearance of a pretty young woman, whom the sage employed as a bodyguard and, for a while, to show off as a beautiful companion at social gatherings. It was in fact while making some minor repairs to his she-golem that Lurias discovered the process to create and apply iron ointment, based on an alloy of extraplanar metals. As soon as he perfected the formula, Lurias widely sold and distributed it, making it an essential product for any merchant and alchemist with access to a source of the extraplanar metals required to make it. Kay has never revealed where she gets her iron ointment from, though she sells and stores plenty of the stuff.

By covering his body with iron ointment, a character gains a +2 natural bonus to his armour class. This bonus does not stack with other natural armour bonuses, though it does stack with armour and shield bonuses. The bonus remains for 12 hours, after which the iron ointment dries and becomes brittle, falling off the character's skin within minutes. As an additional feature, iron ointment does give the skin a metallic tinge, granting a +2 bonus on all Disguise checks made to appear as a statue.

A single jar of iron ointment is enough to cover the body of a Medium creature for 12 hours. Applying more than one jar at the same time has no effect; it is better to wait until the first jar has dried off to apply the second.

For all its benefits, iron ointment has its dangers as well. Anyone that uses more than three jars of iron ointment within the same week suffers one point of Constitution damage after the third usage, as the metal begins poisoning his bloodstream. Constitution points lost in this fashion cannot be recovered until the character spends a full week without using iron ointment.

Iron Ointment (16-oz. jar): 600 gp; 1 lb.

No-Sword

This extremely unusual weapon resembles a blade-less sword handle; most of Kay's customers believe she has it on display as some kind of souvenir and never ask about it. In fact, the blade of a no-sword is a sheet of extraplanar matter, as thin as to be virtually nonexistent.

Despite its useless appearance, a no-sword is one of the deadliest melee weapons in all the planes; its blade is so absolutely thin it can cut just about anything, regardless of its hardness or physical state. When a no-sword cuts a man, even the blood drops are sliced in two. A no-sword can run a ghost through without problems, or cleanly cut a waterfall in half. A no-sword can chop down a granite column or slice and dice the purest diamond. Those who do ask about the sword, then, invariably show more interest when they learn of its true properties; accordingly, they promptly lose such interest again when they learn the weapon's price. A no-sword comes with a special sheath; as the weapon's handle, this sheath is specially made to hold the weapon's extraplanar blade. The sheath's cost is included in the weapon's.

Some mystic warriors throughout the planes, such as samurai, see the 'void' – that is, a state of non-existence as the self becomes one with everything else – as the perfect goal of the mind and soul; a nonexistent sword, then, is the embodiment of all their ideals. These kinds of adventurers are usually willing to do anything to wield a no-sword and have a chance of mastering its use.

A no-sword counts as an exotic weapon, as it is infinitely lighter than other melee weapons and so requires special training for the wielder to get accustomed to it. However, it is worth the effort. To begin with, a no-sword counts as a masterwork weapon, granting the wielder a +1 bonus to all attack rolls. Also, all attacks made with a no-sword count as touch attacks, regardless of the target. The only bonuses to armour class that count against a no-sword's attack are size, Dexterity and force-based bonuses (such as the one gained from a *mage armour* spell). A no-sword always ignores any kind of damage reduction, be it magic, epic, adamantine, silver or any other, as well as the hardness of any object it strikes, unless said damage reduction or hardness is force-based. Otherwise, a no-sword's damage is never reduced against any creature, object or substance. A no-sword is perfectly capable of slicing even incorporeal creatures, as it is even more insubstantial than their bodies.

A no-sword has no critical threat range, as all its attacks count as critical hits somehow. This fact is already calculated in the no-sword's damage rating. As it has no substance or weight, it does not benefit from the wielder's Strength; the wielder of a no-sword cannot apply his Strength bonus to damage.

As it virtually does not exist, the blade of a no-sword cannot be sundered; however, its handle can. By the same token, the wielder of a no-sword can still be disarmed by making him release the handle. A no-sword's handle has hardness 10 and 10 hit points. If the handle is destroyed, the no-sword's blade dissipates into nothingness, as it has nothing to hold it onto reality. A broken no-sword cannot ever be repaired again.

Wielding an invisible sword that can literally cut through anything is a very risky business; any character that rolls a natural 1 while fighting with a no-sword hits himself with it, automatically suffering the indicated damage. Only the special scabbard that comes with a no-sword can hold it; any other kind of scabbard is burst to pieces as soon as the no-sword is sheathed in it.

No-Sword: One-handed Exotic Weapon; 99,000 gp; Dmg 2d6(S)/2d8(M); Critical —; Range —; 0 lb.; Slashing

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